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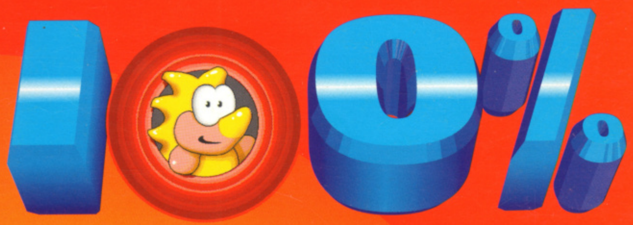
COMMODORE FORMAT

The very best C64 mag money can buy!

ISSUE 38 ● £2.95 ● NOVEMBER 1993

STOP! YOUR COVER-TAPE HAS DONE A RUNNER. SPEAK TO YOUR NEWSIE NOW!



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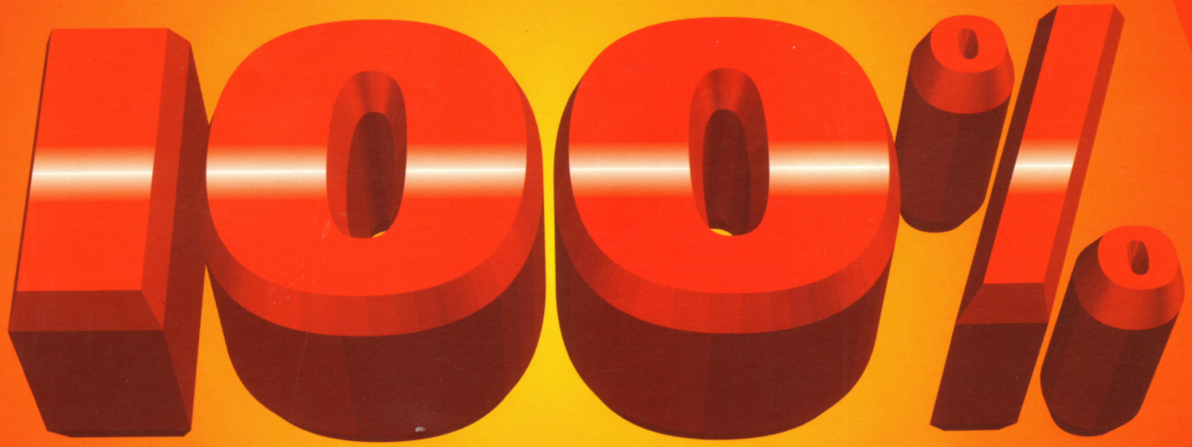

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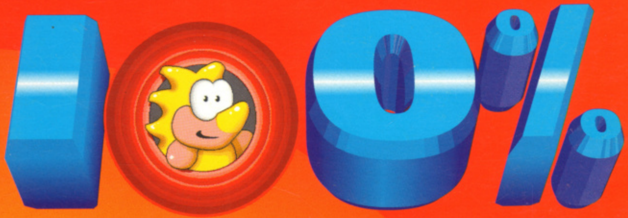

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Virgin GAMES
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THE BITCH IS BACK!
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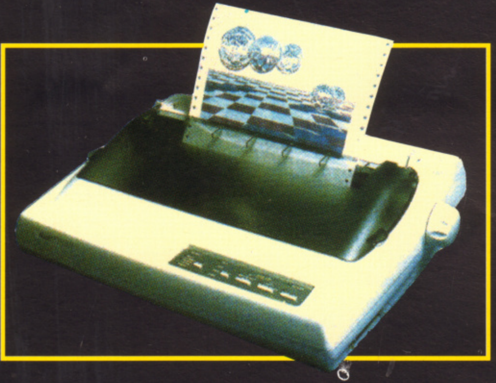

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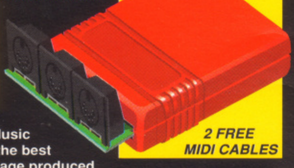

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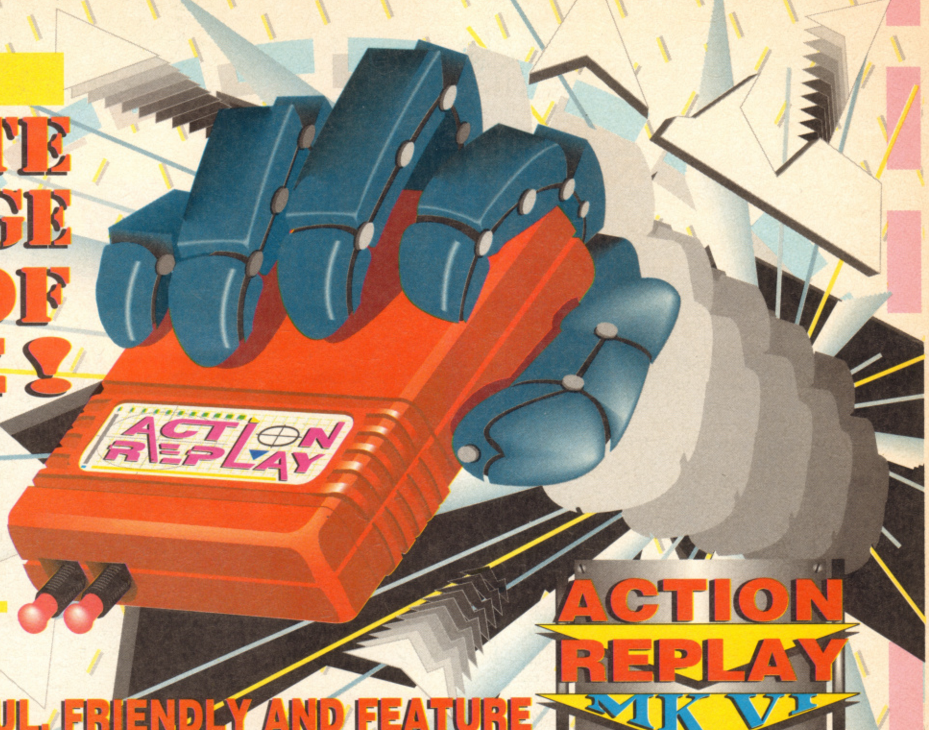

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- **CENTRONICS INTERFACE** - For parallel printers, Star, Epson, etc. Print out listings with graphic characters etc. (Cable required for parallel port £12.99).
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MORE LEVELS

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COMMODORE FORMAT

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ABC **41,626** **PERIOD** Jan-June 1993
Member of the Audit Bureau of Circulation

Hutch would like to thank: The Bass Bomb boys for providing the hottest, funkiest, dopest dance music this side of Timbuktu.
Ollie would like to thank: His brother for getting married a year ago this week and thus giving Ollie a pleasent night's kip this year.
Clur would like to thank: Nutts for finally learning to drive, but staying well away from her house, street and neighbourhood.
Lisa would like to thank: Her mum for all those fab pork chop dinners.
Simon would like to thank: Debbie Morgan for running away.

CONT

10 CHARTS
What's up, what's down, what's stationary and what's Arthur up to in Eastenders?

11 NEWS
All the latest news from Commodore land.

12 PREVIEW
Christmas is only about seven weeks away. To help you decide what to get we include this Crimble preview.

14 THE ULTIMATE SPORTS GAME
CF's answer to Lynn Barber has been hard at work creating this dazzling feature. He's been to Wentworth, Silverstone, Cardiff Arms Park, Newmarket and Wembley and he still can't find a DHSS office which doesn't smell of sick.

18 REMIX
The start of a brand new series of features in which we show you how to get even more out of your 64. This month Simon Forrestor explains how to get your mitts on loads of fab software by setting up your very own PD library.

20 FES² PREVIEW
It's getting jolly close now, but check out our preview for further exciting show news.

21 LETTERS
The Mighty Brain answers all your questions

25 PD FORMAT
We give another PD company the chance to spout out about their software and service.

26 MONSTER MIND
In positively the last Apex outing, the boys answer all your Mayhemist questions.

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60 HOOK
Ocean
Just out on budget we reasess this odd platform game. Is it any cop?

61 MAYHEM
Apex Productions
There's very little to add isn't there. I'm beginning to feel a lot like the accountant chappie in Jurassic Park.

64 NIGHTSHIFT
US Gold
Building the perfect beast can be a jolly tricky pursuit. As to keeping one in order, well thats anything but easy.

65 MAN UTD
Buzz
Footballing antics courtesy of on e of the better teams in the league. Ryan Giggs even makes an apperance. Lovely man.

G

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Commodore For

HUTCH
EDITOR
Star sign: Libra.
Eyes: Sort of greeny-hazely-greyish.
Hair: Still quite thick thank you.
Fave band: Eskimos & Egypt
Fave shop: Bass Bomb or Haagen Dazs.
Fave item of clothing: Caterpillar boots.
Best exam result: O' level Grade E in history. Hah!
Most hated subject: History.
Most hated teacher: Mr Uren the history teacher.
Sexiest celeb: Vanessa Paradis
Most prized posession: My front door key or my Technics 1210s
Fave car: Veedub Beetle
Fave food: Chicken Fajitas.
Fave motto: Never play cards with a man who's first name's an American city. Or Omar.

LISA KELLETT
ART ASSISTANT
Star sign: Libra.
Eyes: Brown.
Hair: Changeable.
Fave band: Abba
Fave shop: Miss Selfridges.
Fave item of clothing: Levi jeans.
Best exam result: Grade A in GCSE art.
Most hated subject: Maths.
Sexiest celeb: Michael Barrymore *(My God - Ed).*
Most hated teacher: Mr Spiller, french master.
Most prized posession: Cheque card.
Fave car: BMW convertible
Fave food: Cauliflower cheese and chips.
Fave motto: Just when you see the light at the end of the tunnel, the roof caves in.

Best
Mos
Fave
Fave

OLL
ART
Star
Eyes
Hair:
Fave
Fave

TENTS

GAMEBUSTERS

Hold onto your hats, because Britain's number one tipster is back with cheats, hints, tips, listings and that little bit of loving extra that no-one else can offer. Andy Roberts *is* the king of the tipsters.

33 GB INTRO Where to find which cheats and how to use them.

34 SIMPSONS Part four of the solution.

36 NEBULUS Cheesed off with the PowerPack demo? Here's some help.

37 LISTOMANIA Dead technical looking listings for codeheads and their calculators.

38 SUBURBAN COMMANDO The Hulkster's latest outing, analysed, stripped down and probed.

40 CASTLE MASTER Freescape gets a sound whipping in Andy Roberts solution.

41 GAMEOVER More help with our Powerpack game.

42 NOBBY the aardvark gets the Gamebusters deal.

44 STREET FIGHTER 2 Hutch looks at Zangief and co.

45 BEE 52 Codemasters latest shooster stripped down.

46 OFFICE IN YOUR POCKET

The second installment in our series on getting the most out of Mini Office 2. This month, Simon shows you how to automate your home accounts. Potential money launderers watch this space.

32 DR FINCH

In depth analysis of technical problems with CF's answer to Brains out of Thunderbirds.

50 BUY-A-RAMA

Two pages of bargains, much like a car boot sale, car boot sale.

52 MAIL ORDER

Christmas is coming, so this might just be the time to get that special trinkett. Check out our lovingly created selection of goodies.

66 NEXT MONTH

I s the December issue, which appears in November. We're gearing up for the cold winter nights with lots of herbal remedies and some serious gaming action.

format take 5!

CLUR HODGSON
STAFF WRITER
Star sign: Capricron.
Eyes: Brown.
Hair: Blue.
Fave band: It's gotta be Front 242
Fave shop: Rival.
Fave item of clothing: Black Levis jeans.
Best exam result: Honours degree in Maths.
Most prized posession: Cats.
Fave car: Rover 800 series.
Fave food: Bangers & Mash.

OLLIE
ART EDITOR
Star sign: Sagitarius.
Eyes: Two.
Hair: Spikey.
Fave band: Shampoo
Fave shop: Leos.
Fave item of clothing: T-shirts.
Best exam result: Cycling proficency test.
Most prized posession: Signed photo of Adam West.
Fave food: Pizza.
Fave motto: If I wasn't on deadline I'd take a big stick to you matey.

SIMON FORESTER
STAFF WRITER
Star sign: Sagitarius.
Eyes: Brown.
Hair: Long and brown.
Fave band: Gruntruck
Fave shop: Voodoo 'Leicester'.
Fave item of clothing: Scarf.
Best exam result: A in A' level sociology.
Most prized posession: Yamaha guitar.
Fave food: Pizza.
Fave motto: You're having a hot, black, hairy attack!

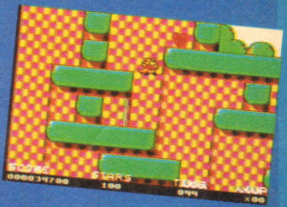
POWERPACK PAGES

More funky fresh programs to thrill and amuse you, including a second exclusive Mayhem demo. Beware of cheap imitations.

COMMODORE FORMAT
POWER PACK
DEMO MAYHEM IN MONSTER LAND
FULL UTILITY FONT EDITOR 3
READER GAME LUNA JAILBREAK
FULL GAMES 2
PART 1
FREDDY HARDEST
LIFE FORCE

MAYHEM IN MONSTERLAND

What can we say, it's another funky demo brought to you exclusively and we mean exclusively in CF. If you enjoyed the demo, turn to page 61 to read the review.

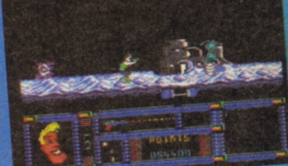


LIFE FORCE

Stonking full game courtesy of Prism. Have you got what it takes to survive?

FREDDY HARDEST

This gma's so big that we've had to aspread it overtwo tapes. Part One's up this month the final part on the December issue. Who's hardest, you or Freddy?



LUNA JAILBREAK

The qualityu of the games that you lot send us continues to amaze us. This smart game's even impinging on the time we spend playing Mayhem.

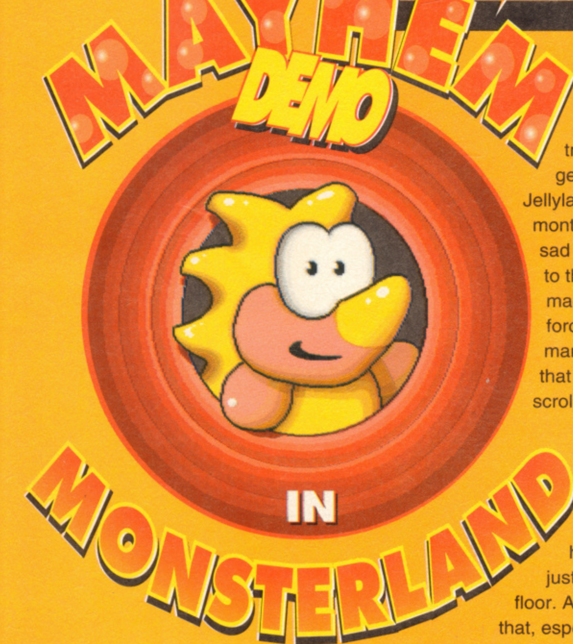
FONT EDITOR

Courtesy of Pesnett PD, a smart utility which enables you to create fresh looking fonts for games.

POWER PACK

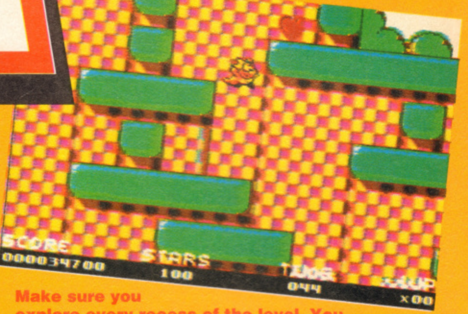
38

This month's covertape is chock full of funky stuff to while away those chilly winter nights. Clur's got the news...



Now the important question is: does it really deserve that high a score? Now's your chance to try it out for yourself. Ladies and gentlemen, we give you: Mayhem in Jellyland. The principles the same as in last month's demo. Zoom like the wind through the sad level collecting all the bags of dust to take to the dino underground. Then when he's made the world happy again whizz like a force nine gale around the level collecting as many stars as you possibly can. So wham that joystick in port two and bounce across the scrolling landscape.

If you're having trouble finding Theo Saurus look around on the platforms underneath the start point and you should find a way to get to him. But don't go down the waterfall to him if you haven't collected all the bags of dust. You'll just end up in a big squashy mess on his floor. And, believe me, you wouldn't like to see that, especially if you've just had your tea.



Make sure you explore every recess of the level. You never know what you'll find.

QUICKSTART INFO

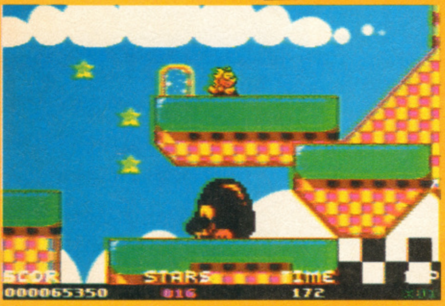
Side One • Tape Count 000 • Joystick port 2

UP	Jump.
DOWN	Duck.
LEFT	Go left.
RIGHT	Go right.
FIRE	Charge.
DOWN AND FIRE	Fall through platform.

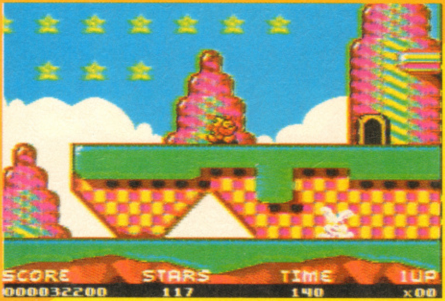
Other Info........ First collect enough bags of magic dust for Theo Saurus to turn jelly land happy. Then whizz around the cheerful place collecting as many stars as you can.

CF VITAL STATISTIX

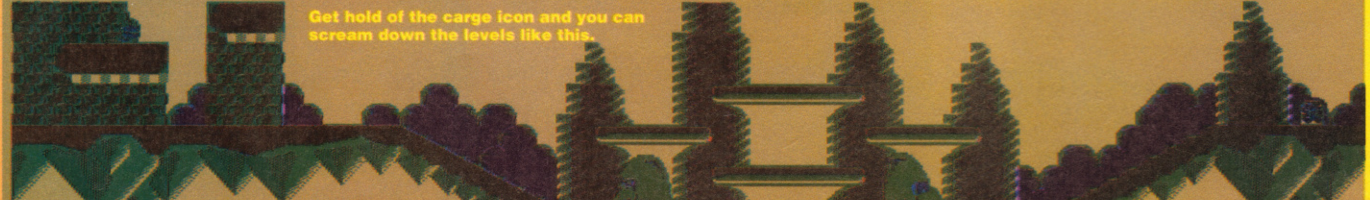
GAME	MAYHEM IN MONSTERLAND
PUBLISHER	APEX PRODUCTIONS
PROGRAMMERS	APEX TWINS
PRICE	CASS £8.99/DISK £9.99
AVAILABLE	OUT NOW
GENRE	PLATFORMER



That humungous mole monster is actually about the easiest of them all to kill.



Grab all the stars you can find and don't forget to trip the restart points. Like that one.

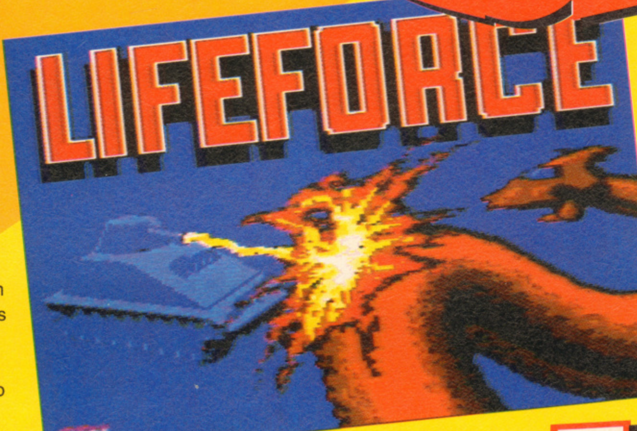


Get hold of the carge icon and you can scream down the levels like this.

FULL GAME

FREDDY HARDEST

Talk about cyberpunk, Lifeforce is a jacker's dream. Imagine a disused power station in orbit around our home planet, totally self-maintained. Then consider what would happen if the system was fatally flawed, a bug in the system that was also fully self-controlled, adapting itself, growing and eventually taking control of the whole network.

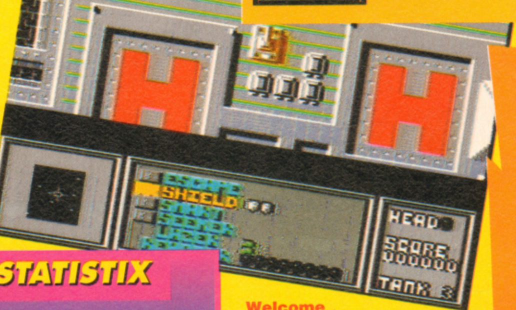


In the future all tanks will look like this? Yuck.

Futureworld has been uninhabited since an experiment went seriously wrong - The main form of transport around the station was to be a Flexible Robot Caterpillar (FRC). During the development stage, in 1998, civil war breaks out on earth and immediately the FRC project is converted to produce evil fighting machines. A couple of months into the research something went disastrously wrong and the entire station was taken over by mutant FRC's.

The war finally came to an end in 2010 and earthlings started to think about reinhabiting the space station. The first ship load of people sent to repopulate mysteriously disappeared. So an unmanned reconnaissance vehicle was sent to investigate. It brought back terrifying pictures of mutant machines running riot.

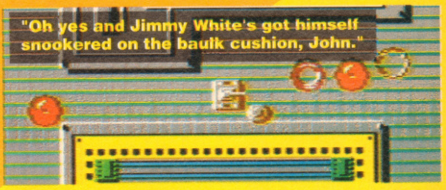
The decision was made to send in a force of warriors, but then they changed their mind and sent in a dispensable tank driver - yep - you. Your prime directive is to destroy the mutant FRC's by dropping eight fuel rods by first shooting away the tail of the FRC's (the long wormy things) and then driving over the remaining head to pick it up. The head will automatically drop into the reactor as the tank is driven over it



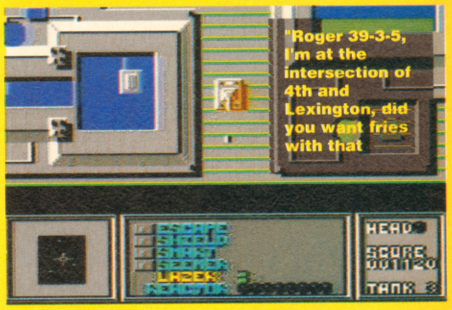
Welcome to the set of Cell Block H ladies and gentlemen. Please don't touch the paper walls.

CF VITAL STATISTIX

GAME....................................LIFE FORCE
PUBLISHER ....PRISM
GENRE....................ARCADE ADVENTURE



"Oh yes and Jimmy White's got himself snookered on the baulk cushion, John."



"Roger 39-3-5, I'm at the intersection of 4th and Lexington, did you want fries with that

QUICKSTART INFO

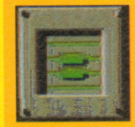
Side TWO • Tape Count 000 • Joystick port 2

⇧ UP or S	Move up the screen.
⇩ DOWN or X	Move down the screen.
⇦ LEFT	Move left.
⇨ RIGHT	Move right.
■ FIRE	Fire lasers if you have any, stun gun if you haven't.

Other Info........Kill the long wiggly things and pick up heir heads to deposit in the reactor..

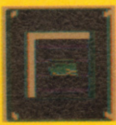
WEAPONS

F1 - **Launch escape capsule**. If you're caught between one of Lisa's home made cakes and a hard place, give the tank up for a gonna and save your skin. You've got three tanks to use up before you go anyway.

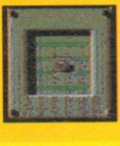


Fire - **Lasers:**
These will destroy all aliens and FRC's but will revert to stun when the fuel runs out.

F3 - **Toggle shields on/off**
Pick up shield tokens to boost your supply. Believe me you'll need 'em.



F5 - **Smart bomb**
Smart bombs will destroy everything in the area except for the FRC's.



F7 - **Heat seeking missile**
These will kill the alien nearest to your tank, but will not harm FRC's.

TAPE TO DISK

If you're lucky enough to own a disk drive and want to use it as well as admire it, then you get hold of this months Powerpack on disk. Simply cut out the token on the tape inlay card, write your name and full address on a piece of paper, pop 'em in an envelope with a cheque or postal order , made out to Ablex Audio Video, for £1.50 (to cover duplication costs) and send it to:

CF 38 Tape To Disk
Ablex Audio Video Ltd.
Harcourt Halesfeild 14
Telford
Shrops. TF7 4QD.

FULL GAME

FREDDY HARDEST

Freddy Hardest, after one of his "little parties" sets off on a blast through the Milky Way to play real life space invaders with a meteor storm. Unfortunately, Freddy, being a little under the influence swerves the wrong way past a rock and goes headlong into a meteorite, crash landing on the moon of the planet Ternat, site of the Alien base of Kaldar.

Bruised and hungover he awakens to find his ship completely trashed and hoards of unfriendly aliens maraurding his way. There's only one thing to do - find his way to the alien base and hi-jack a ship to get off the cruddy satellite.

Part one of the game finds Freddy wandering the wastelands in search of the entrance to the base. The aliens inhabiting this particular moon have very strange and random reproductive systems. Which means that a reasonably safe looking area can turn within a matter of seconds into a certain death trap.

There are basically two types of alien to contend with, those that float ion mid air and those that run along the ground. Freddy's got two types of attack move to contend with the two sorts of baddie. The gun is activated by holding down on the joystick and pressing fire, you can't move any distance if you're firing but you can pivot to fire in the opposite direction. Freddy can also do flying kicks to destroy aliens in the air (simply hit fire to kick in the direction you're facing), but most of the time it's better to just duck under them.

The entrance to the base is somewhere to your right, so just keep going until you get there. Restart points are sprinkled as liberally as hundreds and thousands throughout the game but they're not marked at all, so once you've got past an awkward place the likelihood is that you won't have to do that bit again if you die.

DON'T FORGET!

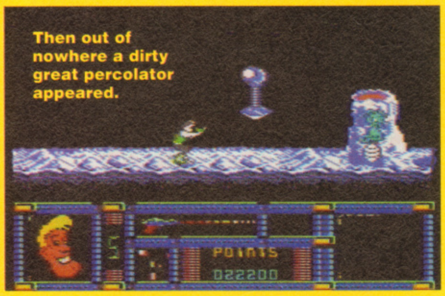
Once you reach the base don't forget to write down the code number that you're given, you'll need it for part two next month.

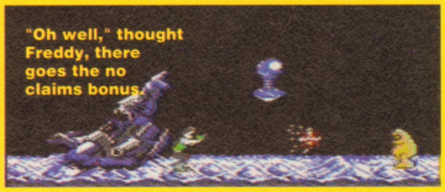
QUICKSTART INFO

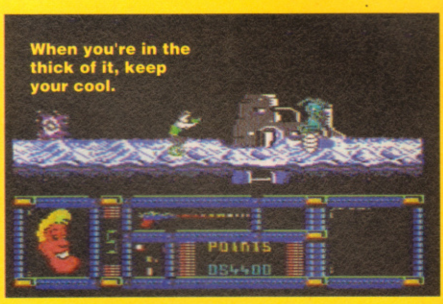
Side One • Tape Count 085 • Joystick port 2

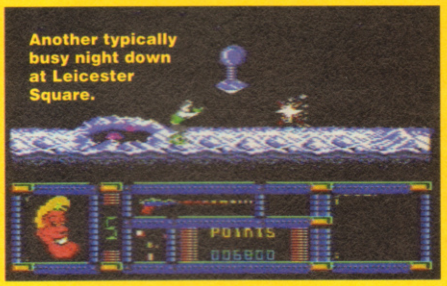
⬆ UP	Jump.
⬇ DOWN	Duck.
⬅ LEFT	Move left.
➡ RIGHT	Move right.
■ FIRE	Jump kick.
⬇■ DOWN AND FIRE	Fire Weapon.

Other Info........Blast everything and head to your right to get to the enemy base. Make a note of the code, you'll need it for part two next month.


Then out of nowhere a dirty great percolator appeared.


"Oh well," thought Freddy, there goes the no claims bonus.


When you're in the thick of it, keep your cool.


Another typically busy night down at Leicester Square.

LUNA JAILBREAK DEMO

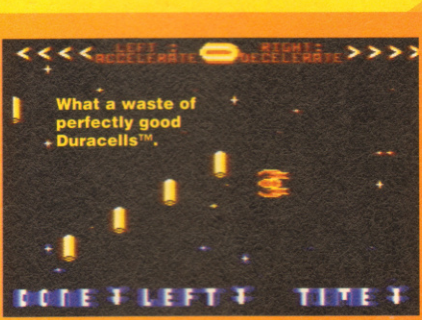
We never knew our readers were so fab! Here's another offering from a 64 maniac, and very nice it is too. You play the part of a warden on a moon based prison colony. It's your job to catch any would be escapees before they walk out the front door to freedom. To capture an escaping convict you have to negotiate 4 levels of the prison, avoiding various security devices that the convict has managed to set off in his bid for freedom.

Collision with any security device stuns you for a couple of seconds and reduces your timer. If you don't manage to catch him before your time runs out then you're shown the door (with no sign of any gold watch or carriage clock).

To help you along the way there's a couple of computer terminals on level three, that logging onto (pull up on the joystick to hook up to the network) will take you to a sub-game. Complete the sub-game successfully and you'll be rewarded with a jet pack to speed you on your way. The sub games come in the form of a space dodge type thing where you cant shoot anything but have to avoid everything that comes your way. Or as an asteroids type thing where you just shoot everything in sight. Every fifth level is a bonus round with no baddies to avoid but there's still a convict to collect. Don't get to him in time and it's down the job centre for you.

CF VITAL STATISTIX

GAME	LUNA JAILBREAK
PROGRAMERS	LEE TAYLOR & NEIL RAINE
GENRE	ERMM, SORT OF, ERMM, AH.


What a waste of perfectly good Duracells™.

FLY ME TO THE MOON

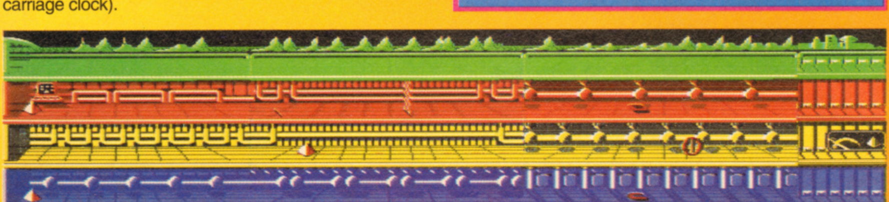
The title screen is a wealth of hidden controls. Use the joystick to select from these options:

UP	Colour screens
DOWN	B/W screens
RIGHT	In game music
LEFT	Sound effects

QUICKSTART INFO

Side Two • Tape Count 065 • Joystick port 1 or 2

UP	Enter sub-game.
LEFT	Move left.
RIGHT	Move right.
FIRE	Jump.



FONT EDITOR 3 DEMO

Sorry to get a bit technical on you but you never know you might quite like it. We thought we'd give you a bit of a change this month and put a utility on the covertape that's really quite fun to play with. Quite simply a font editor can take the font that you already have on your 64 and rejiggle it so it looks fab.

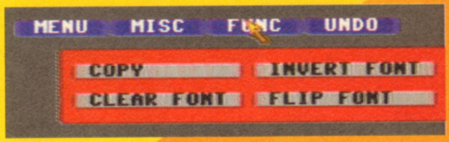
Each character on your 64 is represented by eight lines of eight blocks. Each of the 64 blocks can be switched either on or off (represented by a 0 for off and a 1 for on). So a character can be represented by a series of eight binary numbers. For example A could be:

```
00011000     =24
00111100     =60
01100110     =102
01111110     =126
01100110     =102
01100110     =102
01100110     =102
00000000     =0
```

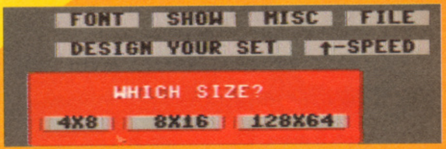
So what you're doing when you alter one of the blocks on screen is changing the on message to off (or vice versa).

Font Editor 3 works via menus accessible by moving the joystick over an icon and clicking fire to activate it. The best way to learn how the operating system works is to just have a play around with it. The design option on the menu screen will take you straight to an editing screen to fiddle with the system font.

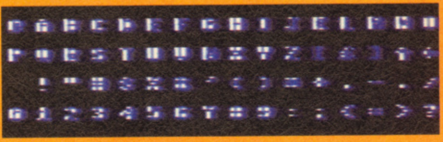
Don't be afraid, you can't do anything disastrous to your system with Font Editor 3, just have fun with it. Just make sure you have a blank tape or disk to save your creations onto and some nice paper to print your wonderful creations onto.



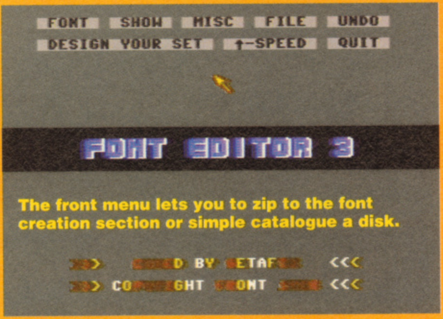
So now you know how those demo writers manage to create those funky fonts.



You can make your fonts absolutely humungous. Simply click the appropriate icon.



With a little bit of care and attention, this is the kind of effect it's possible to create.



The front menu lets you to zip to the font creation section or simple catalogue a disk.

QUICKSTART INFO

Side Two • Tape Count 110 • Joystick port 2

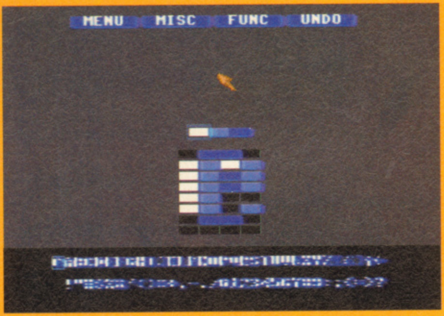
Move around the screen with your joystick and select options with the fire button.

CF VITAL STATISTIX

GAME	FONT EDIOTR 3
AVAILABLE FROM	PENSNETT PD

WANNA SEE MORE?

Font Editor 3 is just part of a PD utilities disk available from Pensnett PD. If you'd like a catalogue of their library then send a large SAE to: Pensnett PD, 21 Tiled House Lane, Pensnett, Brierly Hill, W. Midlands. DY5 4LG.



That looks a hell of lot like the letter Ø the twelveteenth letter of the CF alphabet.

NO LOAD ZONE?

If you're having a hard time loading this month's powerpack then plonk the duff tape in a jiffy bag, slip in an SAE, seal it up and send it to:

CF 38 Tape Replacement,
Ablex Audio Video Ltd.,
Harcourt
Halesfeild
14, Telford,
Shropshire.
TF7 4QD.

SIDE 2
CF
POWERPACK
tape

SEND US YOUR SOFTWARE

Name of your program: ______________________

Type Of Program: ______________________

Your Name ______________________

Your Address: ______________________

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Daytime Telephone No; ______________________

The enclosed program is hereby submitted for publication by Commodore Format. It is entirely my own work and as far I know it does not infringe copyright laws. This program has not been submitted to any other magazine of software house and I will notify you in writing should this situation change. Ta a lot me old mucker.

Signed ______________________ Date ____________

SNIPPETS

If it's in print, it must be true, mustn't it? Well, it must if it's on this page.

THE FIGURES NEVER LIE

The European Leisure Software Publishers Association (ELSPA to its closest friends) has published the results of a survey into under 16's and computer games.

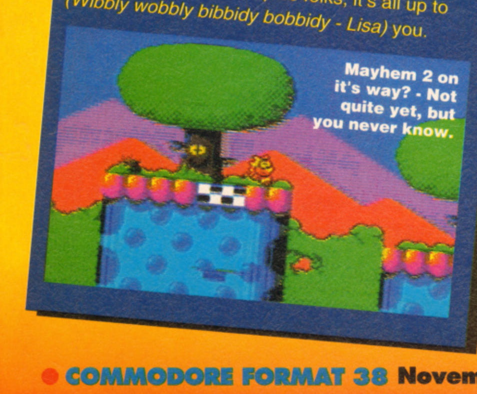
The report from the Aston University research group give a fascinating insight into the way children consume computer games. Only 20% of the 150 children questioned listed video games as one of their top 3 pastimes. Less than one in seven had given up or reduced the time they devote to other pastimes to play computer games. And a huge 74% of the kids thought that there should be parental time restrictions, but only 42% reported any such restrictions.

NO ARSENAL

Unfortunately we have some bad news for you now. Thalamus have made the decision to pull out of the 64 market The first casualty of.this decision will be Arsenal FC, a promising footie game which has been in production for the past few months. Ollie was looking forward to it so much that he broke down in tears when he heard. He's so upset in fact that he's got all his mates to sign a petition. We don't think he'll get far with just three names though (and one of them is Elvis Presley).

MORE MAYHEM

Just when you thought it was safe to go back to CF, Mayhem might be making a return. John Rowlands, from Apex Computer Productions said today "If the sales of Mayhem are good enough then we'll probably bring out a deluxe version of the game with new aliens and new level maps." So get ordering your copies folks, it's all up to *(Wibbly wobbly bibbidy bobbidy - Lisa)* you.



Mayhem 2 on it's way? - Not quite yet, but you never know.

LITTLE YELLOW BOOTIES

We're about to become a daddy here at CF. Claire Fullick our Production Coordinator has just announce that she's pregnant. Claire's very proud of her Welsh hertage so she's going to go home to Cardiff to have the sprog "Well, I couldn't have it cheering for the wrong side at Cardiff Arms Park, could I?"

Claire's been really ill with morning sickness, so if someone blonde and bubbly jumps the queue in a public loo don't shout at her - it might just be our Claire trying not to make a mess on the luverly pavement.

Yeuck, I hate babies, all they do is cry, eat sleep and dirty their nappies. They're no use to any one. I tried to tell her but Claire's still gonna go ahead and have one. Poor girl, I hear it hurts like hell (and the mess! Euck - Ed.).

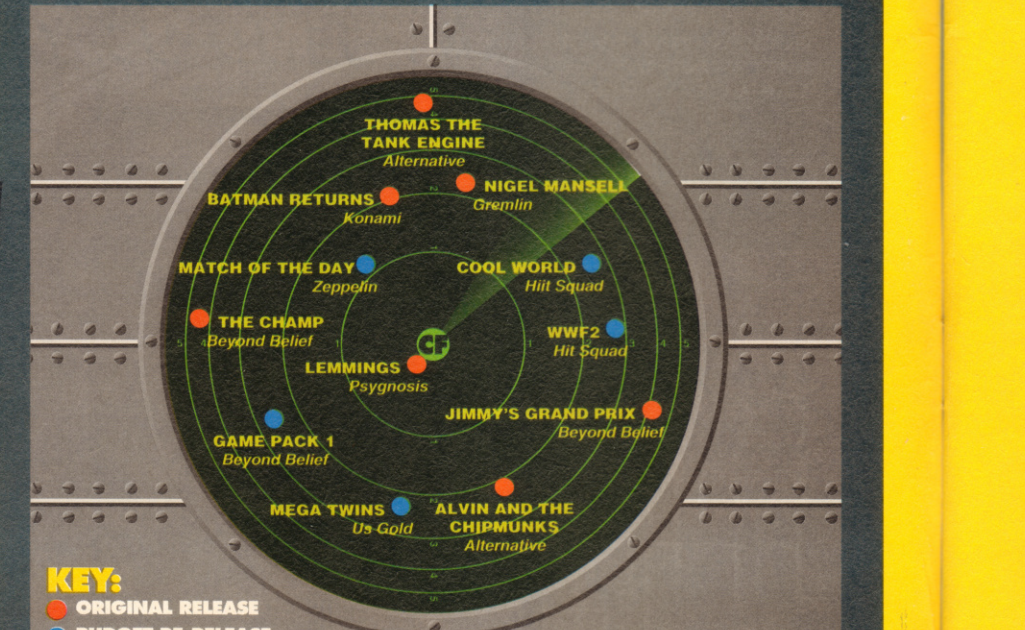
FUTURE INTERNATIONAL

Not only does Commodore Format share its air with some of the biggest selling computer magazines on the market, but it now is part of a multi-national company. Yep we've bought up our first overseas interest in the form of G.P. Publishing in the good old U.S. of A. Let's hope America feels the need for a 64 title published over there, hey Hutch? We could all do with the change of scenery.

Any one for brunch in North Carolina?

EARLY WARNING SCANNER

Your at-a-glance guide to upcoming releases for your 64. Unless there are any unforseen hold ups, the nearer a game is to the middle, the nearer it is to release.



Hundreds of chances to play all the latest games and see the big Christmas titles before they even get released... Dexter Fletcher and Gamesmaster TV broadcasting live to millions on Thursday... Radio 1 FM roadshow broadcasting to the nation... your first chance to see next year's consoles and make your own mind up about all the hype... see and play all the hot stuff on CD32, Mega CD, Mega Drive, Super Nintendo, Amiga, PC, Game Boy and more... see what Commodore, Sega, Nintendo, Acorn and Philips have to offer... free ticket to see Disney's superhit Aladdin movie before its UK premiere if you come to the show Friday... Dexter Fletcher and the GamesMaster Show live and direct every day... see what's hot (and what's not!) from the likes of Electronic Arts, US Gold, Konami, Domark, Core Design, Gremlin, Accolade and dozens more... meet the people who bring you this very magazine... like, you want a reason why you should be there?... check out loads of dealers selling all the latest gear at the lowest prices... meet the programmers who make the games and find out how (and why) they do it... be a witness to the finals of the National Computer Games Championships - with a cheque for £10,000 to the winner at stake!... be at the UK's most massive games event of 1993... Enter the incredible Pinball Challenge and win a trip to Chicago! Just turn up at the 21st Century stand... so what else are you doing on a weekend in November anyway?... games challenges, competitions and 1000s of chances to win... flight simulators, virtual reality, Lazer Force... we're not saying it won't be busy, because it'll be very busy indeed... hot new live bands, very - very - loud music blaring out at top volume on three massive state-of-the-art video walls... goats: sorry, no goats... dodgems, fairground rides... are you big enough to take on the Typhoon? It's the only one in the country and pulls a hairy 6G (whatever that might mean)... oh yeah, and there's the World's Largest Games Arena sponsored by Rumbelows...

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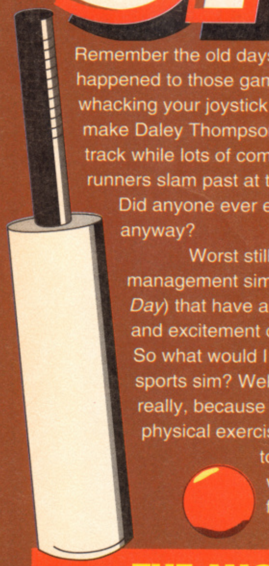
THE ULTIMATE SPORTS SIM

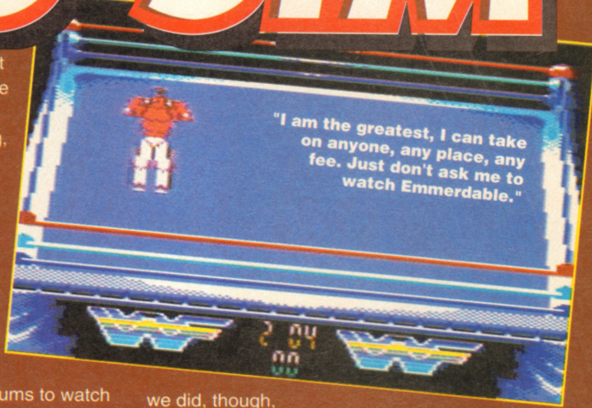
Who's the most sporty writer on CF? The one person you can guarantee it isn't is Simon Forrestleaper. That's why we asked him to give us his ultimate sports sim – 'cos we're mean like that. He's still sulking in the corner to this day.



Remember the old days? What ever happened to those games that involved whacking your joystick back and forth to make Daley Thompson plod limply down a track while lots of computer controlled runners slam past at three times the speed? Did anyone ever enjoy those games anyway?

Worst still are those awful management sims (like *Match Of The Day*) that have all the action, speed and excitement of a diseased potato. So what would I have as my ultimate sports sim? Well, this is a bit difficult really, because I despise all forms of physical exercise and anything trying to portray this hideous way of spending your free time.

So what with all these problems, it appears that from all the writers on the face of this grubby little planet, I'm probably the worst choice for devising, recommending, or even commenting on the ultimate sports game. Here we go regardless, though, with the all new Hairy Sports Sim.



"I am the greatest, I can take on anyone, any place, any fee. Just don't ask me to watch Emmerdable."

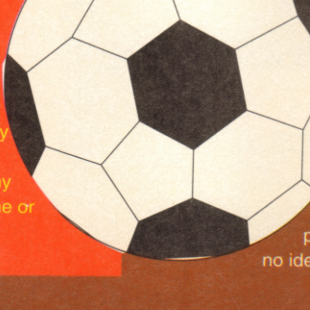
ACHING TENDONS

The type of sim that took off quite a while ago is running. Let's face it here – running is dull. Several million people gather together in stadiums to watch four people run. They run for a few seconds and then stop (some carry on for hours then stop, but there's no accounting for insanity). Where's the fun in watching this? More importantly, why do we then go out and buy versions for the home? Apparently we did, though, so the slam-'em-up was (and I use the phrase reluctantly here) born.

The idea was simple (let's face it, it hasn't really changed since the start) – all you had to do was win the race by moving your runner's legs with your joystick. This, at the moment of conception, mutated into 'how fast can you waggle your joystick?'. Unfortunately, this turned the staying power of the whole hideous idea into 'how many new joysticks can you afford?'. Anyone who, instead, used to use their keyboard didn't type very many letters with their machines after that, because their Q and P keys (or whatever) were no longer working.

So, to be quite honest, I don't really think I'll be having any running bits in the all new Hairy Sports Sim. What will I have, though?

TORN HAMSTRING



What about a football sim, then? Well, the best one so far has to be *Italy '90*, really, as it allowed all sort of player swapping, team arrangement, a little bit of strategy, an international flavour with loads of different teams, single or two player action, a huge tournament-type feeling, wonderful graphics, and atmospheric sound.

Me, well, I was just playing this footy game. I've got no idea what the rules are, so I was

THE MIGHTY BRAIN ON SPORTS SIMS

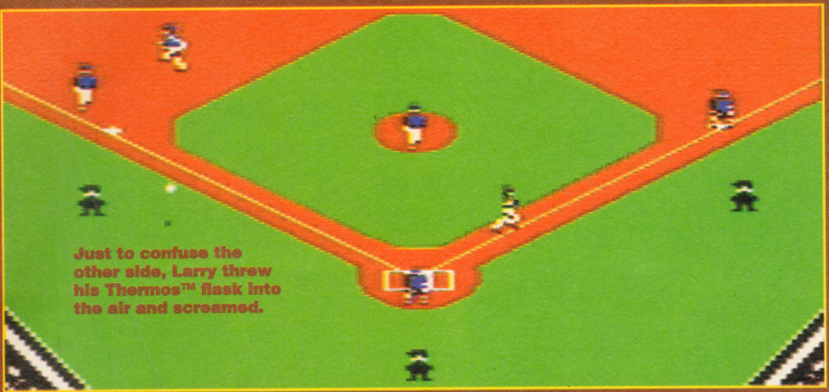
Well of course, the whole sports simulation business started right back at the dawn of the video game. The second arcade game ever was a primitive tennis game called *Pong* in which two people bounced a square puck around a square screen with square bats. The game had a lower resolution than most modern calculators, but it started something of a trend and before you knew it you couldn't move for sports games.

It wasn't until the Japanese arcade games liek Decathlong and Hyper Sports started appearing that anyone thought about doing a C64 conversion. These sparked a long line of simulations, usually created by Activision such as Summer Games, Summer Games 2, Winter Games, World Games, Indoor Games, Games without Frontiers and California Games. As the teams at Activision started running out of sports, they slowly started producing whackier and whackier games, emulating skateboarding, frisbeeing, sumo wrestling and high cliff diving. The fun part of these games was playing against your mates, not against the computer and this is essentially what makes all sports sims fun.

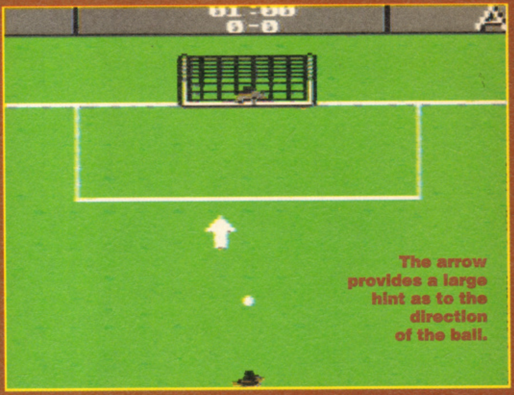
Look at such seemingly oddball games as Racing Destruction Set and Kickstart. Both of these games are a bit lacking in the old sonic and visual departments, but they've provided more hours of solid entertainment than any number of tragic licences.

Of course, one of the most famous sports sims ever is Leaderboard. This game completely revolutionised the whole genre because it attempted to be a bit more realistic than previous incarnations. To this end you had to get your swing right, learn how to putt, calculate distances visually, judge the strength of the wind, and choose exactly the right club for the job. It was such a ground-breaking game that even now it is being copied by software houses looking for a realistic simulation.

These days of course, the only sport which regularly gets C64ed is the football game. There are so many footy simulators out there that practically every team and noteworthy player has been pixellated at one time or another. Except Ollie of course.



Just to confuse the other side, Larry threw his Thermos™ flask into the air and screamed.



The arrow provides a large hint as to the direction of the ball.

just kicking the ball up the pitch – and winning (I used my magic joypad).

The thing about footy sims is that they're really fun – you're belting round this pitch, tackling people and running around with this ball, while the other player eats his (or her) joystick out of sheer frustration. So whatever the sport, I'll have a fab two player option.

Caption text, caption text, caption text, caption text, caption

PERFORATED EARDRUM

The other end of the spectrum then, is something that, instead of being violently good-willed, is passively deadly – shooting. The ability to appear gentlemanly while practising the art of blowing something into a million pieces is indeed a rare gift.

So whatever the weather, we've just got to include a gun in our sport as a form of organized violence to really pick the pace up at times.

BROKEN FINGERS

Baseball – the sport of kings *(Wasn't that supposed to be football? - Hutch)*. This is a sport that's actually quite fun for people as useless at sport as I am. Have you seen all those dramatic 'sliding baseball player' photos in things like Life magazine? You can guarantee that behind every batter sliding through the dirt in a flurry of grimace and sinew, there was a really crap fielder who couldn't be bothered to run and fetch some stupid ball.

Computer simulations were no different. Take a look at RBI2, and see if you can spot the crap one at the back who always seems to be in the way of the ball, leaving all these really wonderful fielders to stand around in deep, deep midfield doing sod all.

OBESITY

There's nothing like a nice, enjoyable game (to some, anyway), defiled and mutilated into a release such as *Bully's Sporting Darts*. That's not to say it isn't worth taking a look at, just don't expect much traditional darts action, what with all the little darts sub games that have replaced the original game.

I think the part of this I'd like to draw from for my sim is the hopelessly unfit athletes, who sweat buckets when they dane to expend the energy to lift their throwing arms. Lethargy like that has to be admired, and encouraged at all costs.

SHATTERED RIBS

Next up – Ice Hockey. This is a sport in which 'blocking someone's shot' basically just means 'crushing someone flat to the sound of a Hammond organ'. Now Hammond music is detestable, but there are a few upsides – take the justified brutality and complete disregard for the welfare, feelings, and structural integrity of every opponent.

So this we really need – organized violence. A clean kill should help the odds along in just about any sport, given that you kill the right person.

SLIPPED DISC

If there's one sport that can get really entertaining, it's wrestling. You must understand straight the way that there are three main types of wrestling:

British – This is based on the unquestioned assumption that the human body can withstand almost any punishment with only the minimum of damage. This is, unfortunately, almost completely untrue, and subsequently claims several lives (well, limbs, anyway) per year – not all of which belong to wrestlers.

WCW – This is the branch of American wrestling that involves people being unnecessarily loud on almost every occasion. As yet, it is uncertain as to whether these characters continue with the loud vessel-popping activities off-camera, but if so, it'd make christenings a

MEDIC
LOAD
SAVE
BAIL
FIRST

"It's just not cricket old chap."
"Ermm, yes it is actually old man."

010 TANKBUSTER
TAI CH TORTOI
00 PLAYER 1 01:18 COMPUTER 00

The Frognorton bagpiping society met in some unusual places.

Thankfully, fishing games are rare on the old C64

whole lot more interesting.

WWF – It's the really simple equation of WCW + licensing = WWF. It's history includes such famous bouts as Hulk Hogan™ versus Mr T™.

So for my dose of commercial violence with absolutely no cause, justification, or remorse, I'll have the WWF hype attached to my chosen sport.

SHATTERED CARTILAGE

Now here's one that really takes it – martial arts sims. The actual discipline, training, hard work, and dedication it takes to become an expert at any martial art is astounding, and can only be respected, but there's still one problem that no amount of sportsmanship will sort out. I'm referring, of course, to the fact that Judo, Karate and the like are the only sports in which you actually score points for damaging your opponent. I like this – and I think it's worth including.

CONCUSSION

The one game I'll never understand the relevance of is golf. As a game being played it may well draw on reserves of skill, accuracy, motor control and walking endurance, but how in the hell did anyone see fit to televise it? So you're channel hopping on a Sunday afternoon, and you come across this programme in which you're shown a very short clip of some grass, then half an hour of almost solid sky. Why?

The computer simulations aren't much better, with a blokey standing in front of a few polygons, a scale flying up one side of the screen, and nothing much else.

Look, it's just golf! Why the hell do you want to see a computer version? Get a life, please do. If there's one sport I won't be drawing from it's golf.

THE ONES THAT DIDN'T MAKE IT

I Spy

You remember this – it's the one where person A picks the minutest composite part of the tiniest object in the car, waiting room, or whatever, and person B has to guess the object on the strength of the first letter.

The most effective technique for person B in this game is to simply read off every word in the dictionary, as you've got no chance of guessing that 'something beginning with P' was, in fact a polymer of plastic in the furry dice that the same irritating spam-head person A had the instability to hang in their car in the first place.

The computer version features an object selector capable of breaking down matter into its various elements, then picking a small electronic charge spinning round one of the individual molecules as object X.

Matchstick Games

Two people sit in a pub, person A staring at a strange arrangement of matches on the table while person B sits grinning smugly. The game involves person A uttering phrases along the lines of 'how can I make a wine glass out of that?' until A stands up and punches B in the face out of sheer frustration, before storming out of the pub.

The sim version has over four thousand different puzzles, all of which can be solved only when you've predicted the irritatingly contrived joke and worked the answer out from that.

Park Football Sim

The revolutionary new football game in which the goals are replaced by jackets, the lines by theoretical boundaries with trees, and a whole new scoring system is introduced in which taking out some old codger scores the equivalent of two goals, and losing the ball over someone's fence forfeits the game.

Pub Pool Sim

Imagine a normal pool game (be it 2D, 3D, isometric, perspective or whatever), but add extra obstacles, such as walls blocking off your aim, people walking past and knocking your cue as you're lining a shot up, and the like.

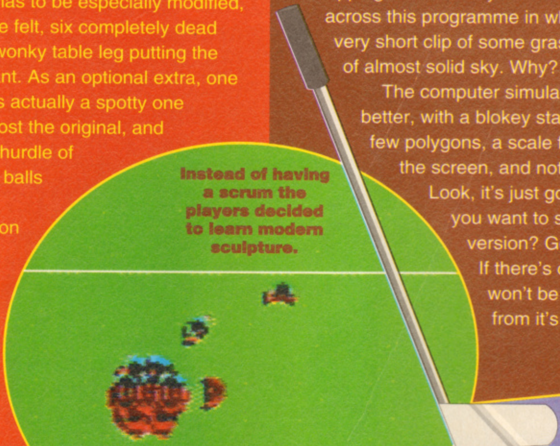
The table itself has to be especially modified, with a large rip in the felt, six completely dead cushions, and one wonky table leg putting the whole thing on a slant. As an optional extra, one of the stripey balls is actually a spotty one because someone lost the original, and so there's the extra hurdle of remembering which balls are who's.

Sixteen bit version come with a special recession mode in which every time you pocket a ball you get charged for wear and tear of the table.

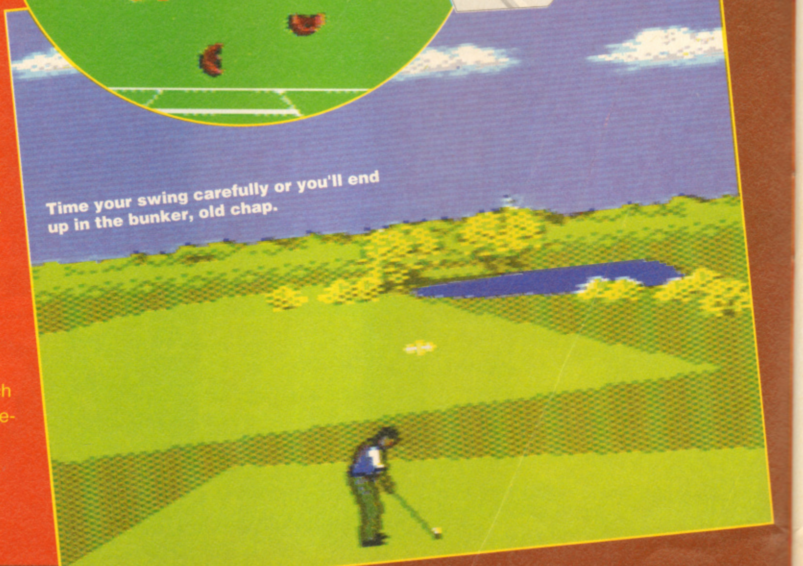
Street Tennis

Just like normal tennis, this, except for the fact that there's no lines, no net, no grass, and no steadfast scoring system. The other major downer is that the game has to be interrupted every 30 seconds or so to let cars drive past.

The game has some rather special features though, such as dog-running-in-the-way mode, and hill mode (you play on a slope).



Instead of having a scrum the players decided to learn modern sculpture.



Time your swing carefully or you'll end up in the bunker, old chap.

VISA

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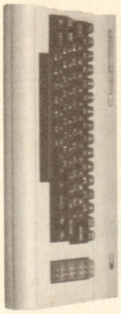

CF

* **How to take advantage of this exceptional offer:**
Simply send or hand deliver your machine to the workshop address below, enclosing payment and this advert, and we will do the rest. (Please include a daytime telephone number and fault description).

* If you require 24 hour courier to your door, please add £5, else your computer will be sent back by contract parcel post.

★ Collection Service available

WTS Electronics Ltd, Studio Master House,
Chaul End Lane, Luton, Beds LU4 8EZ
(0582) 491949 - (4 lines)

(WTS reserve the right to refuse machines that in our opinion are beyond reasonable repair. Full charge applied).

SEX

Wooow! Talk about getting your advert noticed... But seriously... this advert is really about ODUS, the PD collection specialist. They have decided to sell their brilliant software collection (ECLIPSE) at a special SUPER-LOW price on TAPE or DISC for the COMMODORE 64.
The normal price is £12. But if you order now, the collection is all yours for only £9.
To find out more about the brilliant ECLIPSE collection, please carry on reading this special notice.

WHY IS IT SO BRILLIANT?

There are many things about ECLIPSE that make it a BRILLIANT collection. First of all, the collection is SO BIG, it takes up BOTH SIDES OF TWO TAPES or TWO DISCS. Another thing that makes it so BRILLIANT is the handy INSTRUCTION MANUAL that you get with the collection that gives you loading tips and instructions on how to get started with everything in the collection. There are many kinds of software in the collection, and we feel quite sure there is something to be enjoyed by everyone.

WHAT'S IN THE COLLECTION?

This is what you get in the ECLIPSE collection...

20 GAMES
2 DEMO-MAKERS
A WORD PROCESSOR
A SCREEN COLUMN DOUBLER
A GRAPHICS EDITOR
A CHARACTER COLLECTION
A MUSIC EDITOR
2 SPRITE EDITORS
A SOUND DIGITISER
A FONT EDITOR
AND A LETTER WRITER

Now you know why it's SO BIG and SO BRILLIANT!

OK! HOW MUCH DOES IT COST?

Here is the SUPER-LOW price...
TAPE or DISC - £9
That price includes everything, it even includes FIRST-CLASS delivery anywhere to your home.
The price may only stay at £9 for a limited amount of time so please order as soon as possible.
ECLIPSE would be a GREAT CHRISTMAS PRESENT!
You MUST buy your ECLIPSE from ODUS because it is NOT available in the shops.

HOW TO BUY ECLIPSE...

You can pay for your ECLIPSE by sending a CHEQUE or POSTAL ORDER for £9 made payable to ODUS.
If you decide to buy ECLIPSE, all you have to do is write your NAME and ADDRESS clearly on a piece of paper and please don't forget to write TAPE or DISC.
When you have done that, all you need to do is put your NAME and ADDRESS, and your CHEQUE or POSTAL ORDER into an envelope and send it to ODUS at this address...

71 HELMSLEY, WILLERBY ROAD, HULL HU5 5ED

Why just Play Games? Make your computer WORK for you!
Got a Commodore 64 with Disk-drive? Then **BANKMAN** is what you've been waiting for: software to let you manage your personal/household finances.

★ your MONEY:	instant accurate picture of all your spending; up-to-date balance; for bank account and Credit cards.
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BANKMAN is a powerful and easy-to-use Information System; designed to commercial standards; tested over many years. (it is *not* a "spreadsheet" and requires *no* programming/accounting knowledge.) Package includes *free* 2nd disk with sample-system. All this - for the price of a game!

Please send cheque/P.O. (payable to AtomComp Ltd) for **£16.95** with order to:
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Commodore printer/disc drive lead (6 pin din)	£5.99
Commodore Colour monitor leads(din/3 phono)	£6.99
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DO YOU SUFFER WITH C64 TAPE LOADING PROBLEMS?

Have you ever purchased a game only to find that it won't load! The most common reason for loading difficulties is the tape head being out of alignment with the cassette tape.
The azimuth tape head alignment kit enables you to re-align your tape head simply and quickly. No technical skills are required. Step-by-step picture guide. Test and re-alignment carried out in minutes!
The kit comprises:- Azimuth tape alignment cassette, special azimuth screwdriver plus full instructions.
Alignment kits also available for Amstrad CPC 464 and for the spectrum computers. Please state which computer when ordering.
If you would like to be put on our regular mailing list for special offers etc. please write and advise us stating which computer model you have.

All orders sent by return: Cheques/Visa/Access/PO's

Trading Post, Victoria Road,
Shifnal, SHROPSHIRE TF11 8AF

Access **Tel/Fax (0952) 462135** VISA

REMIX

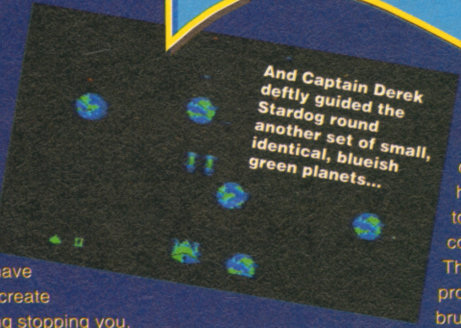
What's all this PD stuff about, then? Let yourself be guided gently through in the capable hands of the Hairy Happening. Don't worry though – he'll be gentle.

Public Domain software – fun, isn't it? If it isn't, you probably don't know what it is anyway, so read the boxout entitled 'What Is It, Then?'. Right – now that's sorted, let's talk for a bit about the PD scene.

The public domain scene, as you may or may not know, is about a whole lot more that just cheap software. You see, the PD scene survives on two things:

- A flow of fresh software
- Active libraries

And when there isn't enough of the above, you'll notice – too few libraries stocking the same old software isn't what anyone would call a 'scene'. That's why this spread is here – to get a few more people a lot more involved with the PD scene, by feeding that very same scene's needs with fresh software and more libraries. How am I going to do this? I'm not – you are.



And Captain Derek deftly guided the Stardog round another set of small, identical, blueish green planets...

WRITING FRESH SOFTWARE

If you can program, you can program PD software – you don't have to be the kind of expert is takes to create commercial software. The only thing stopping you, really, is having a good concept.

The concept bit comes from a now long-running problem with public domain software – it's all the flipping same! Every other title is a scrolly demo or a *Tetris* clone! You can't swing a dead swan for knocking over a stack of *Tetris*-packed cassettes. You'll need a new concept, then.

There is one source for ideas that'll never run dry – the commercial market. If you keep an eye out on the PD scene, you'll almost definitely see the releases of PD software with a concept drawn heavily (or not totally) from a commercial game. This does pose problems as, to be brutally honest, it kills the software scene. Why? Well, what's the point in anyone releasing a commercial game if people start giving away nearly identical games away for free?

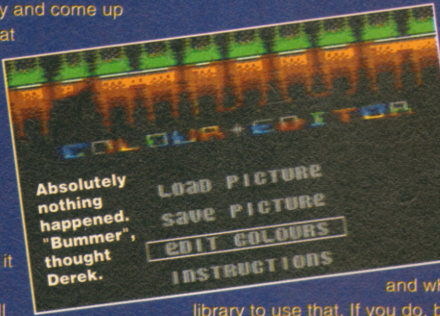
WHAT IS IT, THEN?

Public Domain is exactly as the phrase suggests – belonging to the public. So if a programmer submits a program to the PD scene, any library can stock it. The library can then distribute the software to anyone who requests it, for no profit whatsoever. That's the point – neither the programmer nor the library makes any profit from the software – in essence, it's free. So you send off for a library's catalogue, and can order discs and tapes loaded full of software for around £2 per time!

So however you manage it, try and come up with a vaguely original idea, so that people will order your stuff for the software itself, not the fact it's a cheap imitation of a more expensive title. If you must just blatantly copy something else, there are two important things to remember:

- Don't clone a puzzle game – firstly because it might be *Tetris*, and even if it isn't there'll still be at least five other PD versions of it.
- Be very careful that you don't end up in court facing some very serious charges of copyright and maybe even licence infringements.

So when you've finished your software (okay, I know it was a pretty huge leap of logic, but I'm not going to take you step by step through writing a game or utility), just send it off to a library.



Absolutely nothing happened. "Bummer", thought Derek.

Wonderland

Until suddenly, he ended up in, erm, Wonderland. "Oh well", thought Derek, until suddenly...

STARTING YOUR OWN LIBRARY

You don't have to send your work off to a different library of course – you could just start your own!

How would you go about that, though? Stand by for the Hairy™ guide to the art of starting a PD library (with only a little bit of Zen).

❶ Devise a system to run your library on. You've got two main options – either ask your customers to send you a tape or disk and an SSAE, along with 40p or whatever, as a copying charge, or charge £2 upwards and supply the disc and return postage from your end of things.

❷ Sort out a postal address. If you talk to PD librarians, a lot of them will tell you that they just enjoy having loads of mail to open, but you really should make note of one thing – it really is a lot of mail. You could of course get a PO box at your local post office, but I wouldn't worry about that sort of thing too much. One thing you must worry about is your phone number, and whether you want the library to use that. If you do, be prepared for constant callers.

❸ Stock your library. You can do this by talking to your C64 owning friends and see if they've got any stuff they'd be willing to donate, writing software yourself, advertising for contributions in magazines like this one, asking other libraries if they'd be willing to donate anything, etc.

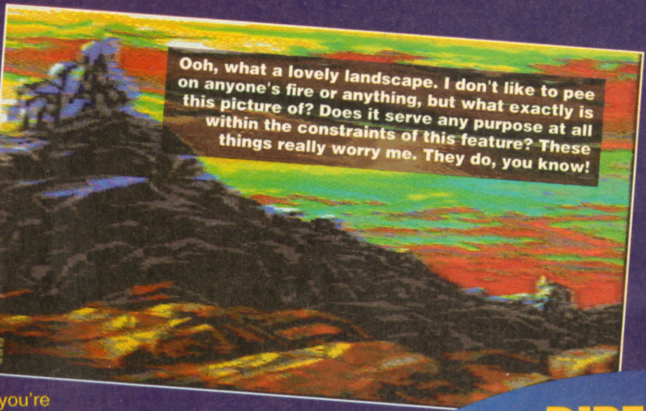
❹ Create a catalogue. This is either on paper (boring, costly to produce, time-consuming to change, etc) or on a disc. If

COPY CAT

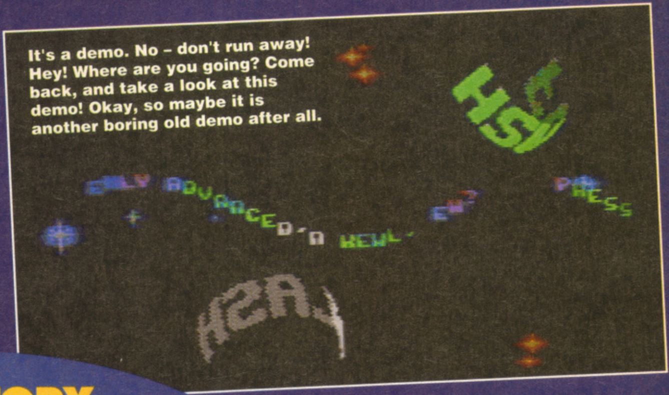
Oh dreary me. It's that age old subject that I have to put in the feature just in case someone doesn't know yet.

Copyright. In short, anything you write is automatically copyright of yourself, and no-one else. If you wish to donate something to public domain, it must be your own work. The only person who can declare something public domain is the copyright owner. Simple as that.

When a title is in the public domain, a certain degree of protection still follows it. You see, though the program can be freely copied, etc, it cannot be altered. Any attempt to alter it is an infringement of copyright. Also, it cannot be dissected. You cannot use a routine from a public domain program in your own software without permission from the author. Nuff said.



Ooh, what a lovely landscape. I don't like to pee on anyone's fire or anything, but what exactly is this picture of? Does it serve any purpose at all within the constraints of this feature? These things really worry me. They do, you know!



It's a demo. No – don't run away! Hey! Where are you going? Come back, and take a look at this demo! Okay, so maybe it is another boring old demo after all.

you're the programming sort, you see, why not show of your talent with your catalogue program? It can take one side of a PD collection, and give a complete list of the titles you stock.

⑤ Get publicity. This one's really simple – just send details of your library to fanzines, CF, the other CF (if you really must), and get your name around. This is obviously vital, as you don't want to run a library that no-one's heard of and therefore no-one uses.

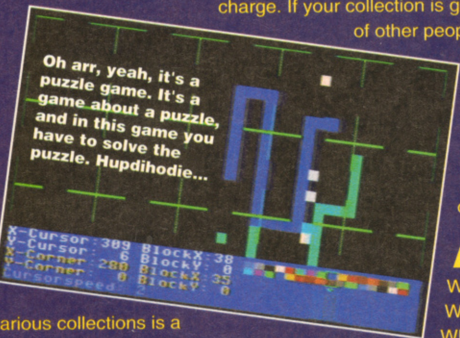
⑥ Keep going. That's right, 'cos once you've managed all the other stuff, all you've got to do is keep filling orders, adding titles to your collection, and sending new software around for publicity purposes. If you've reached this stage, you're a fully fledged PD librarian – congratulations!

NO CHARGE?

There has always been debate on the subject of money for PD software, but the way we (and most library owners) see it is like this:

Running a PD library takes a lot of time and effort. Duplicating the software and compiling the various collections is a lengthy, time consuming process, and so it's only fair that users of the library are expected to pay a nominal fee to cover the efforts of the library owner.

This fee should not, however, be all that large. If you're considering charging anything over one pound, don't. Look around at established libraries, and see what they're asking for, and you should get a rough idea of what to charge. If your collection is going to consist entirely of other peoples titles though, you'll need to charge a great deal less than the libraries currently stocking the software, or you will, in effect, just be ripping the customers off.



Oh arr, yeah, it's a puzzle game. It's a game about a puzzle, and in this game you have to solve the puzzle. Hupdihodie...

```
X-Cursor:309 BlockX:38
Y-Cursor:  6 BlockY: 0
X-Corner:280 BlockX:35
Y-Corner:  0 BlockY: 0
Cursorspeed: 2
```

ALMOST PD

When is PD not PD? When it's 'Almost PD'. What's 'Almost PD'? Simple. It all started with rogue libraries starting up and simply stocking software from other libraries, but charging ludicrous prices, making a profit from what was entirely other people's work. The programmers and established library owners countered this with a rather drastic measure.

'Almost PD' is software that, by demand of the author through copyright entitlements, can only be stocked in libraries of the authors choice. Whether you approve of this or not (I rather think I don't), you have to see this from the programmer's angle. Why should someone spend a lot of time writing high quality software, and then donate it to the public domain, just to see someone else make ludicrous amounts of money out of their hard work? I mean, if they'd have wanted the dosh then they'd have released it as a commercial release in the first place. Or as Shareware. Anyway, have respect for the last great freebie and don't abuse the system.

DIRECTORY

As for libraries already here? You ought to take a look at the following and maybe even order a few catalogues:

Binary Zone PD
34 Portland Road
Droitwich
Worcestershire
WR9 7QW

Hex Heroes PD
22 Woodend Lane
Stalybridge
Cheshire
SK15 2SR

MKPD
1 Westmoor Close
Burrows Park
Northam
N Devon
EX39 1SR

Pensnett PD
21 Tiled House Lane
Pensnett
Brierley Hill

"I'm outta here!" said Captain Derek.

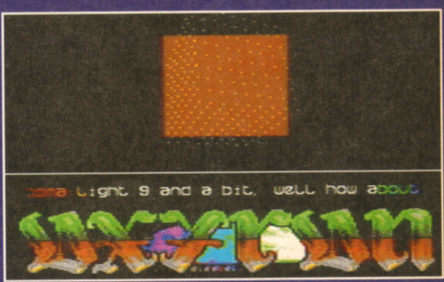
SEND IT IN!

If you've got a really nifty piece of software you'd like to donate to the biggest C64 PD scene in the world, why not send your stuff in to Clur at the usual address to see if she wants it for the covertape. Send your tapes to I've got the power, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

SHOULD I BOTHER?

If you're having second thoughts about whether to do this PD thang, then good. It's not something you should enter into likely, as if you start a library, take orders, and fold, all those little Billy's and Johnny's won't be too happy with you not returning their discs or their money, and quite rightly so. You should ask yourself two main questions before diving in head first:

- Is it worth my time? Well, financially, running a library is never going to be all that rewarding. But you will benefit in other ways. For one thing, you'll develop a large network of contacts and C64ing friends through your efforts.
- Will I be adding anything new to the PD scene? There are too many libraries out there that are just stocking a rough assortment of everybody else's stuff under their own name. Why? No-one's rightly sure, but it's plainly obvious that there's not much point to the exercise.



Just when you think you've done all your captions, some art ed slips another one into the corner. They're all crayon-heads, the lot of them!

The second Future Entertainment Show

PREVIEW

Further news about the fantablious Future Entertainment Show which Commodore Format and friends and throwing...

Far from the madding crowd. Not. If you're an agrophobic you'll love FES^2.

Lordy lordy, FES^2 is going to be special; it's our excuse here at Future Publishing to have a completely cosmic games overload melt-down. The Future Entertainment Show is all about games; be they console or computer games and absolutely anyone who's anyone will be there. Including the CF Squad.

If you're a fan of the GamesMaster TV show then you'll appreciate the fact that Dexter Fletcher (the new presenter) will be at the show for the whole four days. Dexter will be conducting all sorts of brilliant games challenges featuring pop stars and all sorts of other celebrities.

Radio One will be driving their Roadshow truck to the show where they'll broadcast live. The 1FM DJs will be putting on all sorts of special challenges and games featuring some enormously famous pop stars, so if you're into celeb-spotting, be sure to check it out.

Perhaps the most interesting bit of news is the freebie Disney tickets to see *Aladdin*. If you go to the show on the Thursday then you'll get given a preview ticket to attend an exclusive preview of this superb animated film at a cinema near you. The CF crew have seen *Aladdin* and we can heartily recommend it. Check the film out if only because Robin Williams excels as the naughty genie in the lamp. Hurrah!

Gamers unlimited.

20 GOLDEN TICKETS

In last month's FES^2 preview we told you about this stonking competition. Basically, 20 lucky Commodore Format readers will be invited up to the show on the Thursday for a special sneak preview. The preview will be given by my good self, Hutch, the editor of this estemed organ. So 20 of you get into the show for now't and you'll also get in ahead of the twenty thousand other bods who'll be turning up. Queuetastic

So how do you get one of the tickets? Simple, the first 20 of you to phone our Reader Call Line (☎0225 442244) after 10:30am on the 27th of October quoting the password at the bottom of this box will win the tickets. If you've missed out you'll get our answering machine. Good luck chums.

PASSWORD: *Pass the Dutchy 'pon the left hand side, mon.*

SCHOOL TICKETS

Now the most popular days at the show are going to be Saturday and Sunday, so the obvious thing to do is go on the Thursday or Friday, right? 'But', you shout, 'I'm at school on those days'. Fear not dear readers, we have a solution.

We're running a special schools ticket for the Thursday and Friday. If you get together a group of 15 or more people (including a teacher) you can get in for £6.00 each a saving of one pound. All you've got to do is phone the credit card hot-line on ☎051 356 5085.

The main problem here is going to be convincing your teacher that FES^2 will be suitably educational. To help you out we've prepared a small speech for you to read out in class:

Thank you, teacher, for allowing me to address you and the class. I shan't take too long as I'm aware that classroom time is valuable.

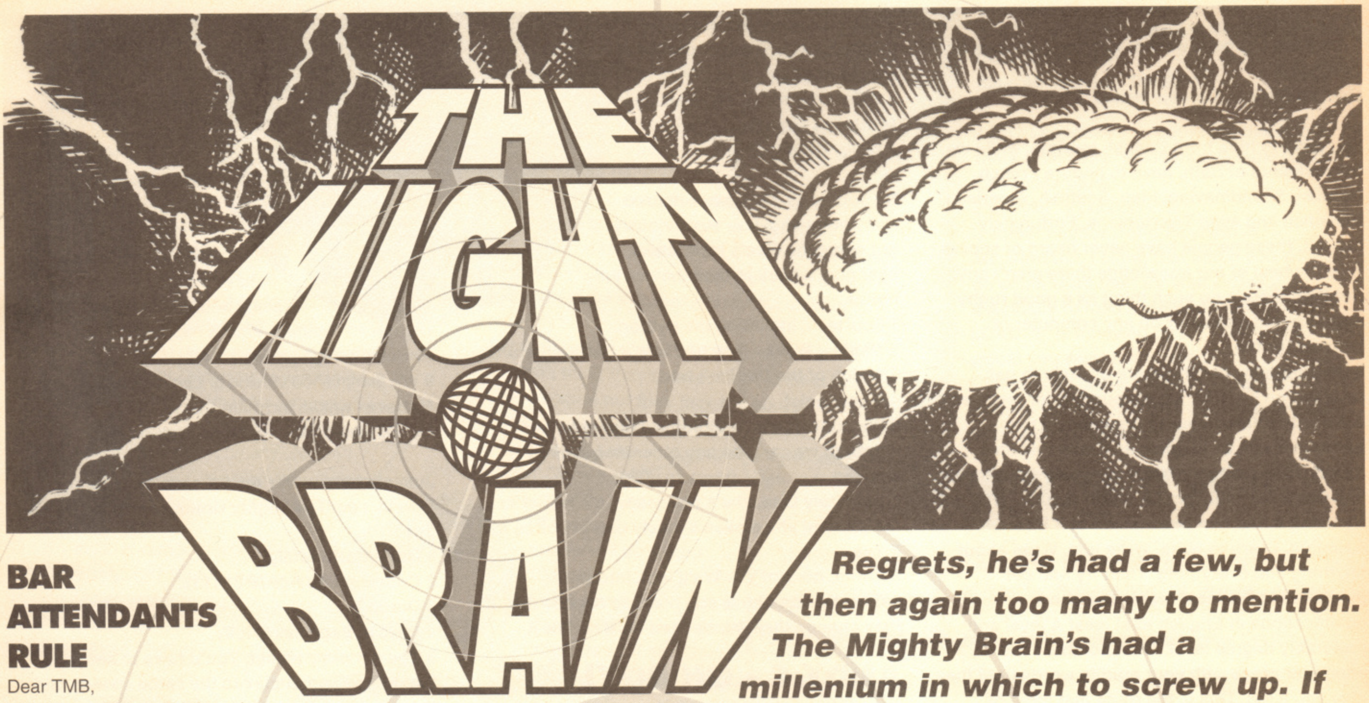
I'd like you to consider taking the class on an educational trip to a computer show. I feel that the class could study a whole range of topics related to computers and video consoles. At the show we could interview the producers, marketers and vendors of computers, consoles and the associated software and write special topics on subjects such as:

- *Video game violence: software house hype or real problem?*
- *Sexism in video games.*
- *A monopoly? A cartel? Just shrewd business? How can the software houses justify the cost of games?*
- *Iconic mythology in the 1990s: how come Sonic and Mario are more famous than the Pope?*
- *Work and play: as we become increasingly automated both at home and in the office what are we going to do with all that spare time?*

As you can see, there are a wide range of interesting topics just waiting to be analysed in depth, topics which touch on history, economics, management skills, English, social studies and psychology. All, I think you'll agree, worthy themes.

The show in question is the ***Future Entertainment Show*** *and it takes place from November 11th to 14th. There are special school tickets available at a reduced price of just six pounds a head.*

Thank you again, teacher, and do say hello to your fine lady wife/husband/magistrate for me.



THE MIGHTY BRAIN

Regrets, he's had a few, but then again too many to mention. The Mighty Brain's had a millenium in which to screw up. If you'd like to know how, write to him at TMB, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW.

BAR ATTENDANTS RULE

Dear TMB,

Help! I'm suffering withdrawal symptoms. I've been without my C64 for 7 weeks now. Ahhh! We moved house and my C64 is still under a ton of furniture and boxes in the depths of the front bedroom. So, you are my only contact with the unbeatable C64. Now on with the questions.

1 Why do people who write to you threaten or flatter you into printing their letter. This is so stupid and a boring waste of space. Why don't they just get on with the letter?

2 Why doesn't somebody release budget discs as well as cassettes? A lot of people (me for starters) cannot afford discs (unless we save up) on our meagre pocket money. Also, at a cheaper price, budget discs would sell quite well.

Zit (! - Ed), Mundsley, Norfolk.

1 **What you mean like you have?**

2 **Because there's not a large enough market for them. Absolutely everyone has a Datasette, but not everyone has a disk drive. Incidentally, it was a bit cruel of your parents to name you Zit, wasn't it? Why not change it by deed poll or something?**

LISA'S NO.1 FAN

Dear TMB,

I was going to write to you about something which would anger and cause disagreement among all your readers. However I couldn't quite think of anything to comment on which would cause such problems. Instead I will ask you for answers on the following.

1 What does Rod Lawton do these days?

2 Do I deserve to live forever? I used to buy CF every month for a year before even owning or intending to own a C64.

3 What is so funny about even mentioning the SX64. I thought this machine was a great idea and wouldn't mind one myself.

4 Let's face it, Kellett is the sexy one, not Clur.

5 CF35 - the best ever.

Stephen Firth, Blackpool.

P.S. I am sending Lisa a photo of my cousins as a token of my appreciation of her.

What a shame, I do so like a letter which causes anger and disagreement.

1 **The Rodster is Future Publishing's very own book editor. He sits in a small cubicle near the kitchen, creating devilishly wonderful books while listening to Kraftwerk on his stereo.**

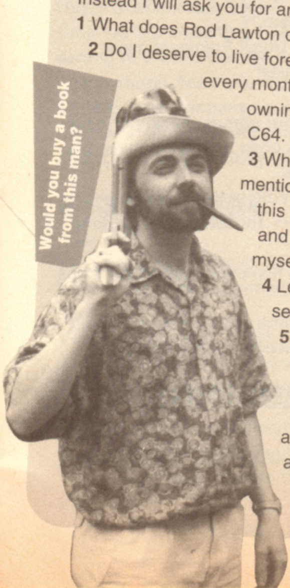
2 **Definitely, but then I wouldn't really wish immortality on anyone. Make the most of your years and always remember that this is not a rehearsal, you only get one shot at life.**

3 **Sure it was a great idea, but it was hardly portable was it? It's far easier to get yourself a small TV and use a standard C64 than lug a dirty great SX64 around.**

4 **Opinion is divided on the subject, Lisa's certainly the better knitter.**

5 **Thank you.**

P.S. Yes, about this photo. Why? Lisa would appreciate money, chocolates or bottles of Taboo far more.



Would you buy a book from this man?

The atomic density of lead is the same as Lisa's house number.

THE FIRST BIT

Dear TMB,

In Issue 36 you quoted question five saying that the Atari ST was the first 16-bit computer. Is this right? Surely the TI-99/4A was a 16-bit computer years ago?

Kenneth Hughes, Bristol.

Due to a type-setting error on our Linotron Hell colour separation film production unit, that's what it sounded like, yes. However, the words "was the first beige 16-bit computer." dropped off the end. All of which means that while you're synopsis is indeed correct, I wasn't wrong, merely the victim of a nasty computer error.

STOP RACISM

Dear TMB,

After numerous months of hiding from English tourists complaining to me about my views of the English soccer team, I am writing back to you *(Eh!? - Ed)* with some questions.

1 What's the best Rugby management simulator on the C64?

2 Are there any plans or an official World Cup '94 soccer game and an official World Cup '95 rugby game?

3 Just so I don't have to remind you at the end of this brilliant letter, my name is Graham Stakem. The last time I wrote in you only printed my first name.

4 Have you any advice for me on how to break into the world of journalism as I am keen on working on a computer magazine as a staff writer.

5 Are there any good word processing packages for the C64?

Graham Stakem, Galway, Ireland.

You have to hide from English tourists, while we, the residents of Bath, have to endure French, German, Scandinavian, Irish, Scottish, American, Canadian and even Twertonians. Fortunately though, these people have never heard of soccer.

1 **To the best of our knowledge there aren't any. But then there's no such thing as a good rugby management simulator on any computer or console format.**

2 **Undoubtedly, but these are unlikely to get released on the C64. No accounting for taste, eh?**

3 **We only printed your first name last time, because it was as illegible as it was this time round. Take a bit more time over your handwriting and you'll probably get far better results. Why not try using a fountain pen instead of a Biro.**

4 **Hmmm. Learn to write. Write lots. Write about anything and everything. Then try and get published in the local press. Get good qualifications in English to at least A'level and preferably degree level. Then bombard the computer press with your erudite words until they give you a job. This is the route that most of Future Publishing's employees have followed.**

5 ***Mini Office 2* has a good word processor built-in. Turn to page 52 to order it.**

J WELLS RULES EVERYTHING

Dear TMB,

I have your long lost body held captive at my house; answer my questions or your body gets it.

1 Ermm, it's on the tip of my tongue. Nope, I can't remember it.

2 Say welcome to Hutch and Simon for me.

3 On disk what's the best Football management sim ever made?

4 I own an SX and they're the best.

5 Do brains have their own language?

6 Who's you favourite member of the CF team?

7 Am I boring you yet?

8 When you change the size of the CF paper, will the binder change size as well?

9 Will you be reviewing *Nigel Mansell* by Gremlin?

J Wells, Woking.

No you don't. My body withered away eons ago, you've obviously got someone else's by mistake, best give it back to them before they notice.

1 **Fourteen, including the python.**

2 ***(Hello J Wells - Hutch) (Hello J Wells - Simon).***

3 ***Match of the Day* isn't bad.**

4 **If you insist.**

5 **We converse on a biological binary level, although we can use any other language ever devised.**

6 **Definitely Lisa, she's the one who's nicest to me. Oh and she makes a lovely cup of coffee too.**

7 **Yes.**

8 **Ermm, no. Not yet. We'll look into this.**

9 **Gremlin don't have any plans to release this. If they change their minds then we'll review it.**

ANDY C - OH BOY!

Dear TMB,

I've just finished reading your section of CF36 and have come to the conclusion that you are Clur! In the letter 'Clur not Hot?' you stated that Clue was "bright, attractive and popular'. So either you like Clur a lot, or you are Clur herself. What do you have to say for yourself?

1 Will *Parasol Stars* ever come out on the C64?

2 Could you tell me the publisher, price and contact number for *Bee52*?

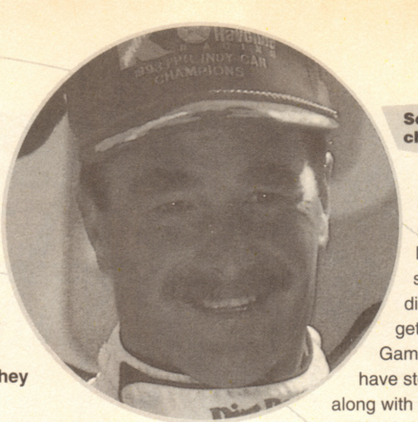
3 Will you please print my letter?

4 Do you like *Red Dwarf*?

5 My friend has an Amiga. If we both bought modems, would I be able to contact him using my C64?

6 Would it be possible for *Mayhem in Monsterland* to achieve a perfect 100% when powertested?

7 Are you more intelligent than Ziggy out of *Quantum Leap* and Holly out of *Red Dwarf*?



So Nigel's Indy Car champ too then.

8 I used to buy my games out of John Menzies, now they don't stock them. Then I discovered that I could get them in the Virgin Games stores, but not they have stopped selling them, along with Spectrum and Amstrad games. What's happening? Are consoles going to take over for good?

9 Will the finished version of *Lemmings* have sound?

10 Have I written too many questions?

Gerald Mellor, West Lothian, Scottishland.

Just sticking up for the CF crew in general, Gerald. I am The Mighty Brain, controlled by no-one.

1 **No. Unfortunately.**

2 **CodeMasters ☎0926 814132.**

3 **Durgh.**

4 **Love it. Especially Holly.**

5 **You certainly would. You'd have to set your baud rates and duplex to the same speeds and then switch local echo on.**

6 **I think our front cover speaks for itself.**

7 **Of course. I'm even more intelligent than Hal.**

8 **Consoles will only take over if you lot let them. If you demand something slightly more intelligent than a keyboardless behemoth than carry on 64ing.**

9 **No idea.**

10 **Have I written too many answers?**

HELLO JAMES EMMANUAL

1 Is the Action Replay cartridge from Datel a worthwhile purchase?

2 What would you give Hitchhikers Guide to the Galaxy? Do you know where I can get hold of a copy?

3 I Bought *Last Ninja* on budget by Summit Software and it was only after you printed the full solution in your mag that I realised there was only the first level on the cassette. What do you think I should do?

4 Will *Mayhem in Monsterland* be using the full capacity of the C64?

5 Will there be a *Creatures 2*?

Keep up the good work. Roger Frames is a jerk.

Paul Carlyle, Tywyn, Wales.

1 **If you want to load your games quickly or have a rummage around the code inside then yes, it's a worthwhile purchase.**

2 **92%. No. Try advertising in the small ads.**

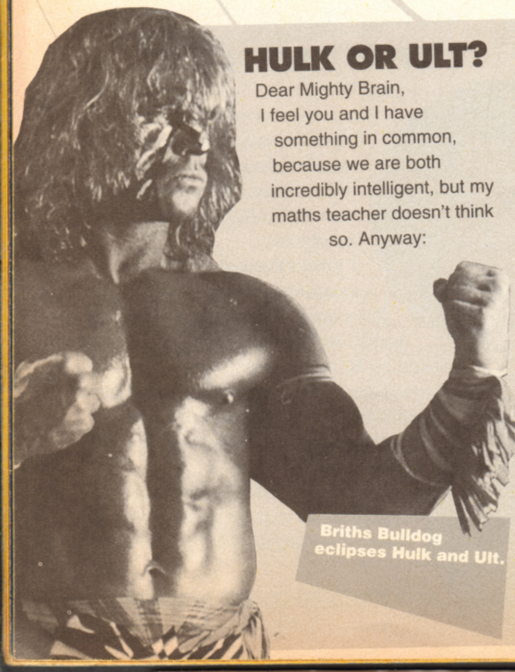
3 **Get in touch with them and demand a working version.**

4 **Absolutely, no game has ever pushed the 64 as hard.**

5 **No idea. The Apex twins seem intent on doing some 3DO stuff, so it seems a bit unlikely.**

EYE ON MAURITIUS

Mauritius has stopped importing games for the C64 which means that I can't get hold of *Street Fighter 2*. If you could send me information about how I could



Briths Bulldog eclipses Hulk and Ult.

HULK OR ULT?

Dear Mighty Brain,

I feel you and I have something in common, because we are both incredibly intelligent, but my maths teacher doesn't think so. Anyway:

1 Is the *3D Construction Kit* any good and could you give me a power rating on it.

2 What's the best shoot-'em-up on the C64?

3 What is the greatest game on the C64?

4 What's the best joystick you can buy for the C64?

5 Who do you think is the best out of the two wrestlers: Hulk Hogan or the Ultimate Warrior?

Alex Turner, Penarth.

Well what do Maths teachers know? Hutch informs me that his was a vicious, obnoxious and foul smelling fool with the dress sense of a scarecrow. Who failed him in the third year.

1 **If you like creating 3D constructions then it is. A power rating, ermm, how about 91%?**

2 ***Uridium*, I reckon.**

3 **Turn to page 61.**

4 **Got to be the Bug hasn't it. Subscribe to CF (see page 28) and you can get one for free. What a barg.**

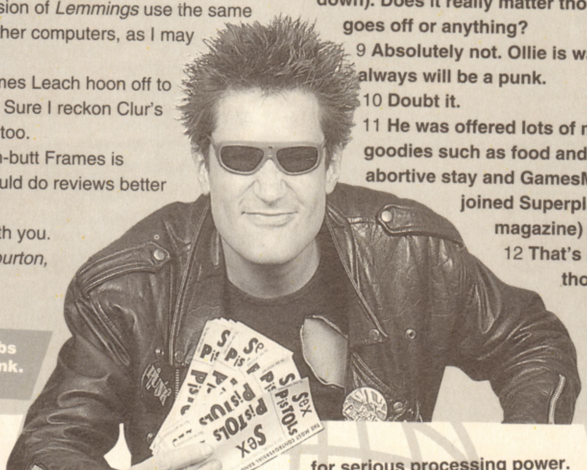
5 **Definitely Ultimate Warrior. Hulk Hogan's so over the hill, he qualifies for reduced fares on the buses.**

G'DAY FROM NZ

Now, I assume that you have the decency, common sense and good-will to print this letter. My assumption had better be correct or I might start spreading some nasty rumours about you. Thank you for your cooperation…

1 What is your chemical composition?
2 Are you immortal?
3 Have you ever been asked for help by Andy, Jason or even Ian Cyclopedia?
4 Which is bigger - Dave's waistline or your IQ?
5 From your section in CF31 and 32 you actually appeared to be afraid of Clur! Can you confirm this?
6 Why do I get the impression that you think Amigas are hopeless when compared to the incredible C64?
7 Am I the first New Zealander to write to you?
8 Why does it take three months for my issue to get here?
9 Is (or was) Ollie a hippy, by any chance?
10 Will the C64 version of *Lemmings* use the same codewords as on other computers, as I may have a cheat here.
11 Why did that James Leach hoon off to join GamesMaster? Sure I reckon Clur's brill but James was too.
12 That bubble-gum-butt Frames is hopeless. Even I could do reviews better than him.
May the force be with you.
Brendan Reid, Ashburton, New Zealand.

I don't know, why do people always have to resort to bribery to get me to print their letters? I'm far more likely to print it if you're points are good.
1 **33% fatty tissue, 33% Becks Bier, 33% Pure Brain Power and 1% Argon.**
2 **Unfortunately, yes. I wouldn't wish immortality on anyone, but it is handy if you forget to take your library books back.**
3 **All three of them once came to me for help in meeting girls. I was unable to offer them any help and referred them to Hutch. He can't offer them any help either, but he's far better at lying than me.**
4 **My IQ - Dave's actually lost a lot of weight recently.**
5 **Not a chance. I'm afraid of no-one.**
6 **I don't think they're hopeless (at least they're Commodore) but they lack the soul of the 64.**
7 **You are.**
8 **Because it goes by surface mail (to keep costs down). Does it really matter though? It's not as if it goes off or anything?**
9 **Absolutely not. Ollie is was, is now and always will be a punk.**
10 **Doubt it.**
11 **He was offered lots of materialistic goodies such as food and shelter. Since his abortive stay and GamesMaster, James has joined Superplay (Future's SNES magazine) as the editor.**
12 **That's not saying much though is it. There are very few people who could write worse than Frames.**



Ollie is Future Pubs last remaining punk.

get the game and more about how it works by writing to me, it would be really nice from you. I also write to you to encourage you to produce *Commodore Formats* as I know that you are very filled up with all the letters coming to you; good luck, *Commodore Formats* are the most interesting books I've ever read.
One of your best readers,
Olivier O Comarmond, Quabres Bornes, Mauritius.

I have to admit that I didn't know Mauritius had even started importing C64 software. Why not try writing to Wizard Games, 1 North Marine Road, Scarborough, North Yorkshire, YO12 7EY, ☎0723 376586. This company accept orders from overseas, though it will cost you £1 more for the postage. Glad you enjoy CF, keep on reading.

EYE ON EIRE

Dear TMB
1 Have you any issues of CF1 left?
2 Which is the most powerful, the C64 or the Amstrad 464?
3 How old is Trenton Webb?
4 I thought *Trivial Pursuit* deserved 91%.
David Farrell, Loughrea, Eire.

1 **No.**
2 **Definitely the C64; all those custom chips make for serious processing power.**
3 **Old enough to breed Koi Carp, but not old enough to hang a tankard in his local hostelry.**
4 **I'm happy for you.**

EYE ON SCOTLAND

I have it on good authority that Domark are no longer producing C64 games! Yes, the Putney Road gang have given up the ghost on trusty 8-bit home computers and moved into consoles and 16-bit computers. I tried to confirm this with Domark but got no response. Please could you confirm this for me.
Kenny Ellaway, Byforfar.

Don't know how to break this to you Kenny, but Domark stopped producing C64 software about two years ago. As you report they have indeed gone completely 16-bit and console. For the record, we have a new Prime Minister (his name's John Major), that nice Mr Reagan's no longer in the White House (his replacement's Mr Clinton) and Inspector Morse has solved his last case.

HUH?

1 Is it possible to print a TV picture with the C64? If so, how?
2 Can you tell me how you can erase a file/program from disk?
3 I am going to college in September. What are the best programs I can use on disk?
4 To load a menu off disk it is LOAD"*",8. How can you make more menus?
5 Is it possible to get double sided disks to store more information?
Malcolm Thomas, The Earth.

1 **Eh? I suppose you could digitise it, but there aren't any digitisers available for the C64 these days.**
2 **ERASE "xxxxxxxxx",8**
3 ***Street Fighter 2* and *Mayhem in Monsterland*. Failing that and if you want to do some work then try *Mini Office 2*.**
4 **Actually to load a menu off disk you type LOAD "$",8 followed by LIST. Why one earth would you want more menus?**
5 **There's a special clipping widget which enables you to flip a disk over and use the other side for data storage.**

HOW MANY BITS?

Dear Mr MB. Hello,
Please print my letter because I have used a piece of my best flowery paper and I spent… oh… at least ten minutes typing it. Please… please… grovel… it's the first time I've written in… and… blub… blub… will somebody pass the tissues… boo -hoo.
Anyway.
1 In the last issue of CF, September '93 on page 23 you may notice the dino dilemma in the top right corner. Well, Mr Clever Clogs, may I bring your attention to question six, "Which is the best 16-bit computer?" To which you reply, "…blah …blah … at gunpoint I'd have an Amiga 1200 though". Well let me tell you Mr High and Mighty, that the Amiga 1200 is a 16-bit computer, it's a 32-bit computer. My bro's got one… so there.
All embarrassing mistakes aside.
2 Do you think that the *Addams Family* is worth buying? Because I've heard that it's very difficult. What do you think?
I know I'm going on a bit so…
…Bye (Soupy Twist) xxxx
Joanne Schofield, Manchester.

1 **Ah Joanne, I think you'll find that the A1200 isn't a real 32-bit computer at all. You see if it was a real 32-bit machine then the graphics and sound chips would be 32-bit too and they're not. The CPU and memory bus are indeed 32-bit but they can only access the 16-bit video and 16-bit sound chips on a 16-bit basis (which is obviously slower) and thus the A1200 doesn't have real 32-bit processing. It's a pseudo 32-bit machine. Hurumph. Next.**
2 **Yes it's definitely worth getting. The game's only difficult because it's so huge, the actual gameplay's dreamy.**
You are going on a bit aren't you. Oh and Joanne, what's a Soupy Twist when it's at home with its feet up?

VEG HEAD

Dear TMB,
Please answer my questions and settle my mind in these pressing and important matters. I've decided to vegetable my questions, as opposed to numbering and fruiting them.

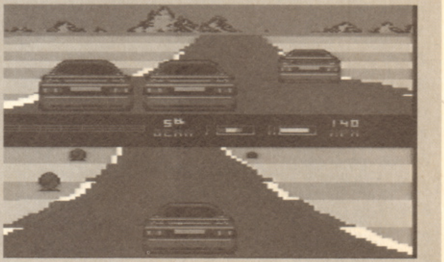
1 POTATO I loved that material the CF33 & CF34 were made from so much, that when it changed to a cheap material on CF35, I nearly burst into tears. Please change it back.
2 POTATO Darren Harmen: Why?
3 POTATO I just bought *Midnight Resistance* from a car boot sale for £33. Unfortunately, every time I try to load the game, a message appears on the screen and starts to flash in several colours. The message is: "You've been ripped off, son." What should I do?
4 POTATO Please take my deepest apologies and forgive me for potatoing my questions, but I couldn't think of any other vegetables.
Yours Sorryaboutpotatoingmyquestionsly
M J Richards, Southampton.

1 POTATO **Sorry, we either carried on using that material or reduced the number of pages in the magazine.**
2 POTATO **Gyles Brandreth: Why?**
3 POTATO **Now if you really paid £33 then you are a very sillly person. However I suspect that you're telling what earth people refer to as a fib. If you've genuinely been ripped off then take it back to the con-artist that sold you it.**
4 POTATO **What about a nice onion? Hmmm? Eh? Incidentally, the onion is a pungent edible bulb of the lily family (Latin name: Allium cepa). Peculiarly enough the onion's also a flaming rocket which is used against aircraft. The onion shouldn't be confusd with union which is the pearl-mussel genus of freshwater molluscs. So there.** CF

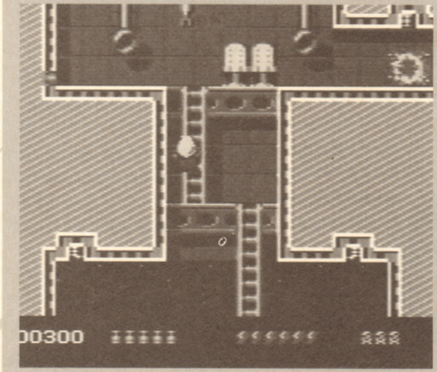
READER FIVES

BEST GAMES

1 Rick Dangerous 2 (Kixx).
2 Turbocharge (Kixx).
3 Turrican 2 (Kixx).
4 Lotus Turbo Challenge (Gremlin).
5 Gunship (Microprose).



If I had a shiney new Lotus I sure wouldn't take part in a death or glory road race.



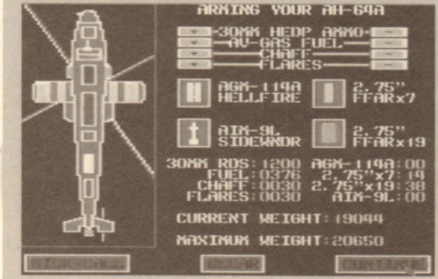
Rick Dangerous has got the kind of blonde locks that send women wild.

CRAP GAMES

1 Zub (Mastertronic).
2 Enduro-Racer (Hit Squad).
3 G-LOC (US Gold).
4 Super Robin Hood (CodeMasters).
5 Road Blasters (US Gold).

GAME SOUNDTRACKS

1 Turbocharge (because of its variety).
2 Turrican 2 (levels 3.1 - 3.2)
3 Lotus Turbo Challenge (Tune 3).
4 Shadow of the Beast (For variety).
5 N.A.R.C. (!).


ARMING YOUR AH-64A
30MM HEDP AMMO
AV-GAS FUEL
CHAFF
FLARES
AGM-114A HELLFIRE
2.75" FFARx7
AIM-9L SIDEWNDR
2.75" FFARx19
30MM RDS: 1200 AGM-114A: 00
FUEL: 0376 2.75"x7: 14
CHAFF: 0030 2.75"x19: 38
FLARES: 0030 AIM-9L: 00
CURRENT WEIGHT: 19044
MAXIMUM WEIGHT: 20650

Look at all that armoury. No wonder the USAF call their helicopters Gunships.

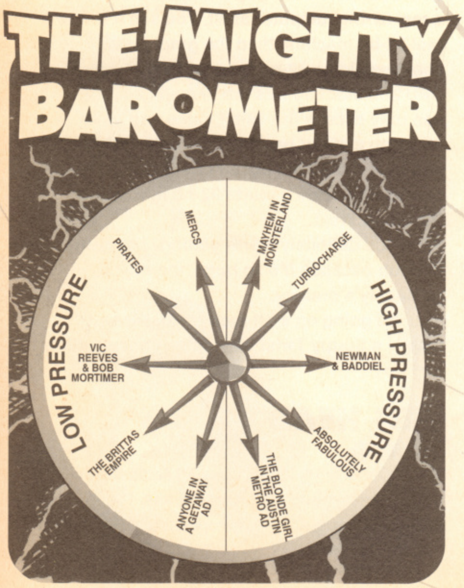
104
SCORE 00730
BORDER 6 MILE

Hotrod your motor and zoom down the freeway in Turbocharge, the ace car racer.

ADIOS AMIGOS

Enjoy that lot? No? Well then write to me and explain yourself. The more mail I get, the larger my cerebral cortex swells and the brainier I get. I need your input so don't delay, write today to TMB, 30 Monmouth Street, Bath, Avon, BA1 2BW. Think on!

THE MIGHTY BAROMETER


LOW PRESSURE
HIGH PRESSURE
PIRATES
MERCS
MAYHEM IN MONSTERLAND
TURBOCHARGE
VIC REEVES & BOB MORTIMER
NEWMAN & BADDIEL
THE BRITTAS EMPIRE
ANYONE IN A GETAWAY AD
THE BLONDE GIRL IN THE AUSTIN METRO AD
ABSOLUTELY FABULOUS

SOAP BOX

The C64 has been going through something of a revolution over the last couple of years. As the 16-bit computer market has grown, so the 8-bit has receded, with various software houses deciding that the C64 market is no longer viable. However, there's absolutely no need to feel worried about this transformation; the C64's just going underground.

Everything goes through stages of popularity. The consoles are currently enjoying more than their fair share of media coverage helped along by enormous advertising budgets. As a result, consoles are a mainstream pursuit; one which pulls in all the software houses.

Put simply, the C64 is becoming a hobbyist's computer; a machine for real enthusiasts. There are people who buy the newest consoles or computers simply because they're the 'next big thing'. They don't really care about the quality of the gameplay or the long term prospects of the machine; all they care about is that it's a bit quicker, has more graphics and better sound than the previous 'next big thing'.

Commodore Format will carry on releasing quality software for the C64 market as long as you lot want it. We'll carry on putting high quality reader programs, utilities and games on there too, because in the long run that's where all software is coming from. In effect we'll help bolster this market by encouraging people financially to produce games, serious programs and utilities.

However, all this is a fair way off. There are still plenty of software houses producing games and programs for the C64. In fact, with a little bit of help from Commodore Format, one of the biggest 16-bit computer games ever will be seeing a C64 release. As soon as the deal's tied up we'll let you know all about it. But remember folks, you read it here first and you'll always read it here first.

PD FORMAT

Don't blame us for this page, it's the PD Libraries putting words into our mouths.

There only seems to be one thing wrong with the 64 PD market, namely that a lot of you don't even know what it is. So here's Pensnett PD to tell you why you should get all that lovely free software (well free but for the price of the disk) from them. Blow that trumpet guys…

FEATURING

PENSNETT PD

Library's full name: Pensnett PD.

Address: 21 Tiled House Lane, Pensnett, Brierley Hill, West Midlands. DY5 4LG.

Telephone: 0384 77172

Software available on: Disk.

Prices:
Single sided disk - £2.00
Double Sided Disk - £2.50
PD Demo disk - £1.00
Word processing and laser printing - £1.00 per A4 sheet/copy.

What Pensnett PD is good at and why: "A very warm welcome to Pensnett PD - the only single source supplier of the best public domain and shareware for the Commodore 64/128. Now you can see what your commodore can really do with our huge collection of PD games, utilities, demos, music, graphics, business, and educational software. We have excellent software for every need.

Apart from our range of public domain and share ware, Pensnett PD is proud in running a word processing and laser printing service. Here for a modest fee, we can print your documents created with the Mini Office 1/2 word processing programs to our high quality laser printer. For those who don't own, or have access to, a copy of this package, but would like a report or essay, etc. typed and printed, then our word processing service will fulfil your every need.

Our unique order-processing system ensures that your orders are sorted out and dispatched as quick as a flash! What's more, we regularly send details of new special offers and catalogue updates.

Send a large S.A.E. for a free copy of our rather attractive PD catalogue. Also if you enclose £5, we will send you a five disk compilation of software to get your PD collection started! What a barg!"

TOP FIVE MUSIC

1. SIMPSONS SPEECH
Cat. No. M005
2. DIGI MUSIC
Cat. No. M004
3. STARTREK SAMPLES V
Cat. No. M006
4. DRUM MAKER
Cat. No. M003
5. KIDS SONGS
Cat. No. MOO7

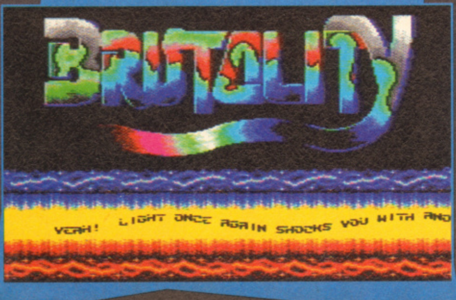
ALL THIS AND MORE

In the new year Pensnett PD will also be distributing a newsletter to customers and they're on the look out for material to put in their first issue. So if you're a budding computer journalist and just dying to see your name in print, write to them with your feature ideas and, if possible, a sample of your writing. You never know it may be your first step towards nicking Clur's job.

TOP FIVE GAMES

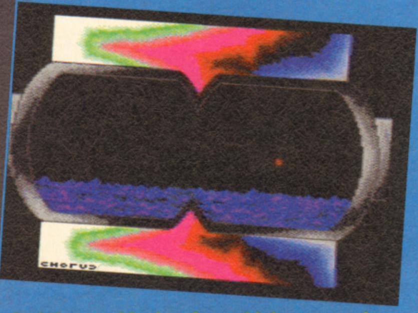
1. NOBBY THE ARDVARK DEMO
Cat. No. G034
2. GAME CHEATS
Cat. No. G031
3. BEST OF ARCADE
Cat. No. G018
4. PD GAMES 1
Cat. No. G032
5. PD GAMES 2
Cat. No. G033

The demo scene's alive and kicking thanks to stonkers like Brutality.



TOP FIVE DEMOS

1. RED STORMTriad
Cat. No. D064
2. TECHNOLO-G Steel
Cat. No. D076
3. DUTCH BREEZE Blackmai
Cat. No. D044
4. ONE YEAR Future Concept
Cat. No. D075
5. BRUTALITY Light
Cat. No. D045

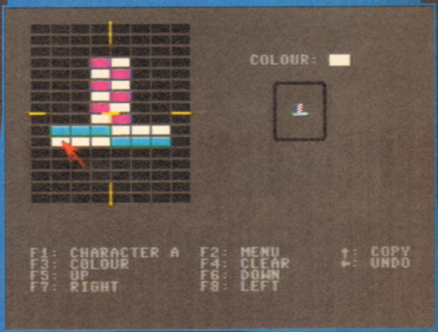


And then suddenly a funny blob appeared on the scope. "Get out of it" the bird said.

TOP FIVE UTILITIES

1. COPY/BACK UP UTILITIES
Cat. No. U012
2. PRINTER UTILITIES
Cat. No. U007
3. SOHO UTILS DISK
Cat. No. U016
4. UTILITIES DISK 1
Cat. No. U0001
5. TOOLZ DISK
Cat. No. U019

"Look mummy I've made a prongy thing in four colours." "That's *very* good darling."



In which the Apex Twins talk a bit more, answer some questions, wibble a bit, eat too many packets of Wotsits then jet off to Cyprus to catch some rays.

Your names: **John and Steve Rowlands.** ***Your occupations:*** **Alcho... ermm, programmer type dudes.** ***Your Specialist subject:*** **Mayhem in Monsterland.** ***John and Steve Rowlands you have two pages on your specialist subject, Mayhem in Monsterland, starting now...***

WHAT INNOVATIVE PROGRAMMING TECHNIQUES WERE USED IN THE CREATION OF THE GAME?

Well, obviously the first thing you would notice is the scrolling. We believe that this is the fastest, most colourful scroller ever used in a C64 game.

"Forwards into socilism comrade Steve." "Dah, Comrade John."

HAVE YOU USED VERY AVAILABLE BYTE OF MEMORY?

We did, in fact, use more than every available byte of memory. Mayhem in Monsterland is in fact 68K long at any one time. We managed this rather astounding feat by using hidden RAM under certain areas of ROM where somone had left it.

I WONDERED WHERE I'D PUT THAT RAM DOWN. ANYWAY, ERMM, IF YOU'D HAVE HAD ANOTHER YEAR, WOULD MAYHEM HAVE BEEN ANY BETTER?

Of course it would, the longer you spend on any game the more features you can put in it but realistically you have to look at games creation from a commercial side as well as a creative side. There comes a point where you have to stop adding features and finish the game.

QUITE SO. RIGHT, DO YOU PLAN TO CREATE ANY MORE C64 GAMES OR IS MAYHEM YOUR SWANSONG?

We have got plans for a deluxe version but this depends on the sales of Mayhem 1. Bascially, the more people that buy it the more chance there is of a sequel.

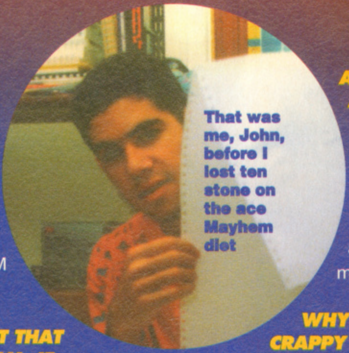
WHAT DO THE APEX TWINS THINK THE FUTURE HOLDS IN STORE FOR THE C64?

In the light of the console revolution the C64 can still hold its own as a cheap, cheerful and entertaining system.

WHO'S HARDER SONIC, MARIO OR MAYHEM? WHY?

That's easy really. It's got to be Mayhem because he's got a horn.

IF YOU WERE RICH BEYOND YOUR WILDEST DREAMS AND DIDN'T NEED TO CODE ANYTHING, BUT FANCIED IT AS A HOBBY, WHAT SYSTEM WOULD YOU CODE ON?

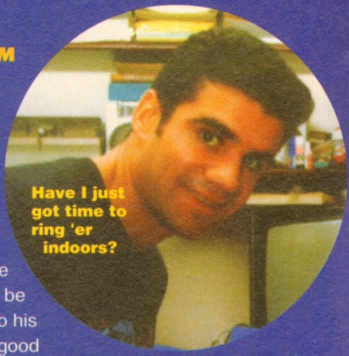

That was me, John, before I lost ten stone on the ace Mayhem diet

Something CD based, 3D0 for example. Alternatively we would design our own system; after all, we would have the money.

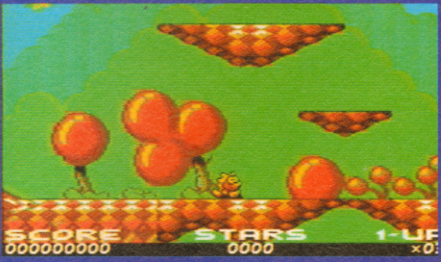
WHY ARE THERE SO MANY CRAPPY GAMES RELEASED ON CONSOLE AND COMPUTER?

In the light of the console revolution, a lot of companies rushed out poor games in the search for financial rewards, rather than trying to give the people a good game. We enjoy creating games and pride takes precedent over money.

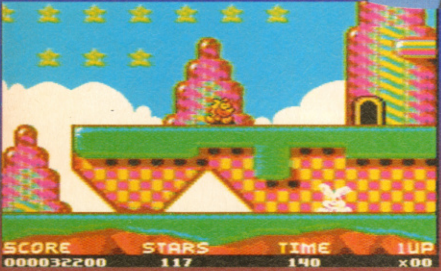
DOES MAYHEM HAVE A GIRLFRIEND? WILL WE EVER MEET HER?


Have I just got time to ring 'er indoors?

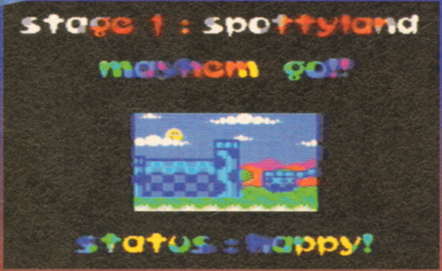
Whe you're as cute as Mayhem, you would expect the female dino's to be beating a path to his door, however, good looks alone, do not guarantee a lasting relationship.



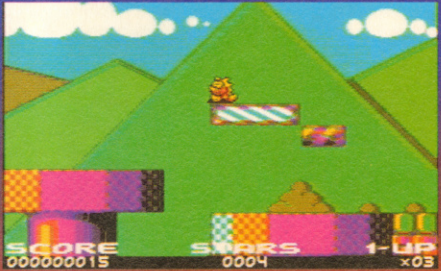
Mayhem discovers a secret world full of Smartie trees and green mountains.



You know, I've just realised. That landscape looks just like bits of Bletchley.



In the unlikely event of a crash, simply panic blindly and hold your hands over your head.



Due to circumstances beyond our control a crab will be playing the part of Mayhem tonight.

HOW MANY FRAMES OF ANIMATION DOES MAYHEM HAVE?

68

HOW MANY DIFFERENT CREATURES ARE THERE IN THE COMINBED REALMS OF MONSTERLAND?

There are 34 different creatures, comprising different breeds of monster, some of which evolve during the course of the game. Truly a new age kind of concept. Evolve while you play.

WHAT PROPORTION OF THE FINAL GAME IS GRAPHICS/MAP/CODE?

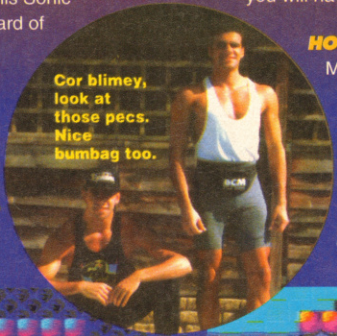
Game code - 20%
Maps - 30%
Monsters - 40%
Music - 10%

WAS MAYHEM BASED ON SONIC THE HEDGEHOG?

No, people keep mentioning this Sonic character, but we've never heard of him. Is he a jet pilot or something?

ARE YOU PLANNING TO RELEASE MAYHEM ON THE CONSOLES OR THE AMIGA? AND IF SO WILL YOU ABANDON THE C64?

Thanks mainly to consoles, the market has become saturated with cute platform games. We probably would not develop it ourselves, but licence it to another company under our supervision.



Cor blimey, look at those pecs. Nice bumbag too.

EVER THOUGHT OF GETTING MAYHEM PACKAGED WITH THE 64, LIKE THEY DID WITH TERMINATOR 2?

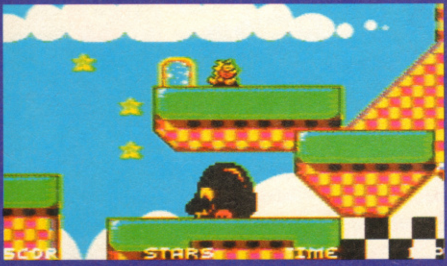
If Commodore were to release another 64 pack, Mayhem would be in with a good chance obviously, you will have to wait and see.

HOW MUCH WILL MAYHEM COST?

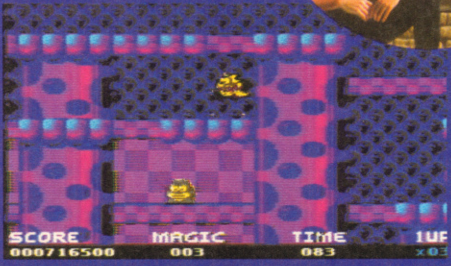
Mayhem will cost £8.99 on cassette and £9.99 on disk, including postage and packing.

WHO SHOT JFK?

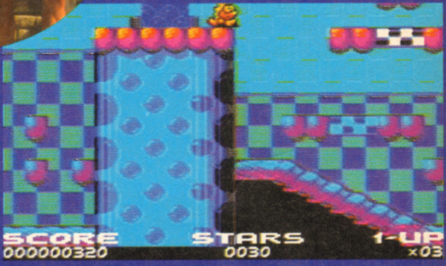
It was a joint mafia/extreme right wng group operation.



And then, just to spite everyne, the Mole ate all but tree of the stars on the level.



I'd like to take this opportunity to thank my mum for telling me I'd never make a living playing games.



Still, it never was a very good excuse for avoidng homework and revision. And life in general.

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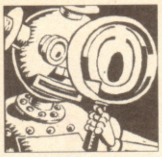
TECHIE TIPS

Relativity? Pah! Big bang theory? Patoowee! Chaos theorems? Thlurp! Jason Finch knows how to get the really nice crumbs out of the bottom of a packet of Dry Roasted peanuts. Now, that's good science.



LET'S HEAR YOUR SEVEN

Dear Techie Tips,

1 I'm considering buying a cartridge and learning machine language programming. However I'm not sure which cartridge to buy for this purpose. You mentioned before that Action Replay only had a monitor and I could not assemble with it. So which cartridge should I buy and where could I get a machine code assembler?

2 I found a copy of CF3 in a jumble sale and in the Inside Info section there was a program for a 'notepad'. I've typed it in three times and found that it doesn't work. Can you fix it please?

3 I'm writing a program based on Channel 4's *Countdown*, but I don't know how to make the computer pick at random the four mathematical functions (plus, minus, times and divide). I don't suppose you would know how?

4 Keep up the good work! Techie Tips is definitely the best part of CF.

Andrew McCombe, Cannock.

1 None of the utility cartridges such as Action Replay have true assemblers. You can assemble code with the monitor, but not in the same way as an assembler would do it. I would recommend Action Replay; it's the one I use. Assemblers are hard to come by but you could try contacting some PD libraries.

2 I should just first say that I didn't write it of course. To fix it, change '90' at the end of line 170 to '9D', and change the '8F' towards the start of line 280 to '8E'. All should then be hunky-dory.

3 I can't see why you would need to pick the functions; I always thought it was only the numbers that had to be given. You could try a couple of different approaches, both using the random number function RND.

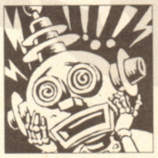
```
10 A$="+-*/"
20 F$=MID$(A$,INT(RND(1)*4)+1,1)
30 IF F$="+" THEN ...
40 IF F$="-" THEN ...
50 IF F$="*" THEN ...
60 IF F$="/" THEN ...
```

or...

```
10 F=INT(RND(1)*4)
20 IF F=0 THEN ...:REM PLUS
30 IF F=1 THEN ...:REM MINUS
40 IF F=2 THEN ...:REM TIMES
50 IF F=3 THEN ...:REM DIVIDE
```

Neither of the above snippets are meant to work, they are just meant to show you the methods that you could use.

4 Thanks. I'm glad you think so!



QUICK FIT

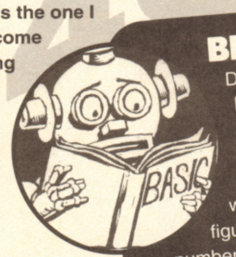
Dear Techie Tips,

Following your reply to ROM REFIT some time ago, I have enclosed a routine that allows the Kernal ROM and Basic interpreter ROM to be converted into the RAM areas in machine code. This is preferable to your Basic version because that takes ages whereas this is done in a matter of seconds.

Jamie Sampson, Boston.

Thanks, Jamie. The program switches over to the RAM copy but POKE 1,55 will get the ROM back. If you're wondering what use it is, it allows you to change the keywords, the error messages and even how the commands work; assuming you are a dab hand at machine code of course!

```
0 REM M/C ROM REFIT BY J.SAMPSON
1 FOR X=49152 TO 49217:READ Y:C=C+Y:POKE
X,Y:NEXT X
2 IF C<>8408 THEN PRINT "DATA ERROR":END
3 SYS 49152:POKE 1,53
10 DATA 162,000,136,098,162,160,134,099
11 DATA 160,000,177,098,145,098,200,192
12 DATA 000,240,003,076,010,192,230,099
13 DATA 162,192,228,099,240,003,076,008
14 DATA 192,234,162,000,134,098,162,224
15 DATA 134,099,160,000,177,098,145,098
15 DATA 200,192,000,240,003,076,044,192
16 DATA 230,099,162,000,228,099,240,003
17 DATA 076,042,192,096
```



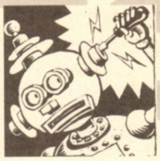
BRAMHALL CALLING

Dear Techie Tips,

In CF30 you gave a program that made telephone TouchTone sounds. Would it be possible to make a list of telephone numbers and keep them on tape, with each one having a single or double reference number, so that when you want to use a number you just enter the two figure number and get the computer to dial the phone number it represents?

S.Hulston, Bramhall.

Yes, it would be possible to write that sort of program but it would end up as quite a substantial database program. You could change the TouchTone program into a subroutine that just "dialled" whatever number was given to it in D$ and then you'd have a line that said something like `D$=N$(X):GOSUB 1000` which would take telephone number X which was held in the array N$() and jump to the subroutine to dial it.



GAC ATTACK

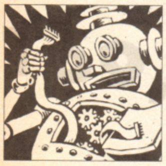
Dear Techie Tips,

I own the Graphic Adventure Creator utility that CF gave away in issue 16 but cannot find the correct line in the booklet for a message to appear and a room to change (including its contents), 20 moves after examining an object. Could you please tell me how? All my rooms are permanently light and the room I wish to change is not the room the gamesplayer is currently in.

James McGregor, Troon.

By far the easiest way to sort this problem out is to use messages to describe the room that changes. If

it has not yet been changed then use a high priority line to display some message or other when you go into the room, and if it has been changed then display a different message. When you examine the object, set a marker to say it has been done: SET 10. That would be incorporated as part of a low priority line. Then have a high priority line that does something like: (IF SET? 10 AND NOT SET? 11) INCR 10 followed by one like: (IF CTR 10 = 20) SET 11. Then, twenty moves after you have examined the object, marker 11 will be set. The high priority line that displays your room's description would be (IF AT 5 AND SET? 11) MESS 100 END with (IF AT 5 AND NOT SET? 11) MESS 101 END. In that way, you'll end up with two different room descriptions depending upon whether or not the marker has been set. An alternative method is to use two separate rooms and omit entries in the Connections tables to the 'changing' room. In that situation you would use local conditions to check which of the two rooms to move to, and when the marker has been set, you move to the new room instead of the old one. I hope all that is clear.



SMOOTH TALKER

Dear Techie Tips,
Here is a small Basic scroll listing but unfortunately I can only get it to scroll smoothly across half of the screen. Can I improve it to scroll the full width without adding too much to the listing? If not, why? Please print this listing as it's quite cute in a slow moving, smooth kind of way!
D.Smith, Preston.

Well there are certainly things I would describe as cute, but a scroller isn't one of them! Anyway, here's the listing for this loveable little piece of programming:

```
1 REM BASIC SCROLLER BY D.SMITH
5 FOR X=828 TO 854:READ Y:POKE X,Y:NEXT
X
10 POKE 53270,8:PRINT CHR$(147)
15 POKE 53280,0:POKE 53281,0
20 FOR X=1 TO 10:PRINT CHR$(17);:NEXT X
30 FOR C=55696 TO 55735:POKE C,1:NEXT C
40 POKE 53270,0
50 FOR D=1 TO 20:REM NO. OF LETTERS
60 READ W:IF W=100 THEN 110
70 POKE 1443,W
80 FOR P=7 TO 0 STEP -1
90 POKE 53270,P
100 FOR X=1 TO 50:NEXT X,P
110 SYS 828:NEXT D
119 REM M/C DATA
120 DATA 169,007,141,022,208,160,017,162
130 DATA 000,232,189,146,005,202,157,146
140 DATA 005,232,136,208,244,169,032,157
150 DATA 146,005,096
159 REM POKE CODES FOR MESSAGE
160 DATA 001,002,003,004,005,006,007,008
170 DATA 009,010,011,012,013,014,015,016
180 DATA 017,018,019,100
```

Basic scroll, eh? Funny, looks like there's some machine code in there as well. Anyhow, the reason it is likely to flicker if you try more than half the screen's width is the raster scan line. It builds up the display by sweeping down it 50 times a second, and if you are trying to scroll your characters at the same time it is trying to plot them, the whole line will flicker. To rectify the problem try adding 85 IF PEEK(53266)>50 THEN 85. That checks out the raster line's position and if it's in the process of building up the screen it will loop back on itself until such a time that everything is okay. It's a bit like when a hedgehog crosses a road - it checks to see if anything's coming and if it is then it waits until the way is clear. The difference, and the problem for the hedgehog, is that the hedgehog doesn't move quite as fast as the raster line. Don't forget to change your code so that it rough scrolls 40 characters instead.

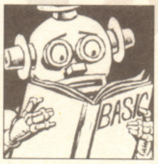
WHEN DRAGONS RULED

Dear Techie Tips,
This may be asking a bit much of you, but I am converting a program from Dragon 32 Basic into C64 Basic and have come across a problem. What do I need to replace D=INSTR(A$,B$(Z)) with? Chris Mercer, a friend of mine, told me what he thought it might be because he has a Dragon 32, but he gave me false information - it didn't work! Please, please could you help me?
Stuart Douglas, Whitchurch.

This is what Simon really loks like kids.

This subroutine is probably the sort of thing you need. If it doesn't work, try just D=1 instead of D=X in line 10040. Please remember that, unlike Chris, I wasn't sad enough to buy a Dragon 32 so I don't know for sure:

```
10000 REM INSTRING FUNCTION
10010 REM CALL WITH 'GOSUB 10000'
10020 D=0:M=(LEN(B$(Z))-LEN(A$)+1)
10030 FOR X=1 TO M
10040 IF MID$(B$(Z),X,LEN(A$))=A$ THEN D=X:X=M
10050 NEXT:RETURN
```



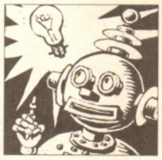
DROP IT!

Dear Techie Tips,
1 In CF33 a person named Andrew Bourn asked how to carry objects. I want to know how to drop them once picked up using that listing.
2 I'm writing a game (and it's a text one) and I want to put music in it, but the C64 only plays it all then stops, then the input comes on. How do I make the C64 play music during an input?
3 Is it possible to play a text game, then load SEUCK, then turn back to the text game without loading it again?
Jamie Winder, Doncaster.

1 For a demonstration of how to go about it, take the GOTO 30 off the end of line 90 in that listing from CF33, and add the following:

```
100 INPUT "ENTER AN OBJECT TO DROP";D$
110 FLAG=0
120 FOR X=1 TO CARRY
130 IF OB$(X)=D$ THEN FLAG=X:X=CARRY
140 NEXT X
150 IF FLAG=0 THEN PRINT "YOU ARE NOT
CARRYING IT":GOTO 30
160 IF FLAG=CARRY THEN 200
170 FOR X=FLAG TO CARRY-1
180 OB$(X)=OB$(X+1)
190 NEXT
200 OB$(CARRY)="":CARRY=CARRY-1
210 PRINT "YOU ARE CARRYING:"
220 FOR X=1 TO CARRY
220 PRINT OB$(X)
230 NEXT X:GOTO 30
```

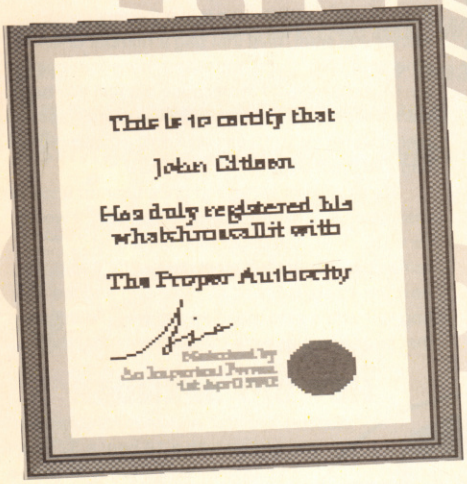
Lines 120 to 140 search through the current list of objects to see if you are carrying what you want to drop. If you are, then it sets FLAG equal to the number of the object. Lines 170 to 200 get rid of that object from the list, moving all the other objects "up" in the array. Lines 210 to 240 just print out your inventory again. You may find it useful to keep an array called WHERE() which keep track of the location in which OB$(X) can be found. So if you drop OB$(2) in room number 10, WHERE(2)=10.
2 In Basic there is no simple way to do this. The main rule of thumb is to write a routine that plays only one note of the music at a time. Then write a special input routine that uses GET to check for a keypress, and if one isn't pressed, go and play the next note of your music and return. When you return, do the GET again until a key is pressed. When one is pressed, process it and then jump back to the GET. The music may play a bit slow though.
3 Anything is possible in theory, but in practice that would prove very difficult. You'll have to keep loading the text game afterwards.



WASTED SPACE

Dear Techie Tips,
I have designed a character set and was hoping that I could use it in a word processor that I am currently programming. The new set is half the width of the original characters and I was hoping that 80 characters would fit across the screen instead of the usual 40. However, there is a space between each character. I was wondering how I could get rid of this space.
Yours with a querulous look on my face,
Chris McCloskey, Letterkenny.

You will have to use a bitmapped screen to achieve an eighty column display, and use the data that you have created for the characters to plot the letters onto it. In Basic that is going to end up very slow, but it is the best method; the method that the word processor Tasword uses to achieve its 80 column display as a matter of fact.



This is to certify that

John Citizen

Has duly registered his
whatchmacallit with

The Proper Authority

With a bit of thought, it's possible to transform an ordinary document into something very special.

Fun With Fonts

Incredible fonts can be created
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With a little bit of imagination, it's possible to come up with some extremely impressive fonts. By paying a bit of attention to the look of your text, it's possible to completely transform the look and feel of a manuscript.

The Apex boys games enjoy a very distinctive feel thanks in part to the time they spend on getting the fonts right. The boys reckon that they get their inspiration from all over the place and if they see a font they like then they'll try to recreate it on their C64.

When you come to create your own font, be aware of technical aspects such as the space between the letters and how everything will look when it's strung together. The most difficult job is in making the letters look rounded. All too often, font s look jagged, square and otherwise amateurish. Have a look at the fonts on the left. it's all the same text and yet the words are transformed by the font they're placed in

The best way to creating legible fonts is to experiment. Use the C64's own character set as a starting point and see what happens when you add the odd pixel here and there. Quite often you can completely transform the look of a letter by simply plonking an extra pixel on one of its curves. Fontastic mates.

QUICK SHOTS

If you've got a zappy, simply, single point then address your letter to Quick Shots and Jason will give it a concise reply. He especially enjoys receiving pithy mail as your lettersusually roll onto a few sheets of paper and take donks to answer.

I have bought a second-hand C64 an MPS801 printer, both without manuals. There is no lead to connect the two and without the manuals I do not know which lead I need. Can you help me?
Keith Boyd, Leeds.

It's called a C64 serial lead and you can order one from WTS Electronics Ltd., Studio Master House, Chaul End Lane, Luton, LU4 8EZ ☎0582 491949.

How can I get my C64 to behave differently when I press the space bar to when I press the fire button on the joystick in port one?
Michael Reilly, Limerick.

You can't. Port one is wired internally to some of the same circuit board bits as the keyboard. That's why if you plug a joystick into port one and waggle it about a bit you may get some characters appearing on the screen.

I decided to browse through my CF mags for some useful proggies. The Double Height Code and the Data Saver from February 1993 don't work, despite careful checking. Please help me!!
Jonathan Boon, Ely.

Oops, there were two lines missing from the end of the Double Height program: `22 DATA 212,208,182,169,055,133,001,096` and `23 DATA 000,000,000,000,000,000,000,000`. So far as the Data Saver is concerned, omit the comma immediately after the `SYS 679`; the example I gave should be entered as `SYS 679 "DATA",1,2,49152,49264`.

Could you explain to me what the AND and OR commands do please. I mean, I understand it when you say something like `IF A=5 AND B=3 THEN` (and the same with OR), but what does `POKE 53272,(PEEK(53270)AND240)OR8` do exactly, and why does it do it?
Steve Gillman, Poplar.

Those aspects of AND and OR are the logical operations and deal with individual bits at memory locations. Loads of peeps have asked a similar question and want me to explain about bits and this second use of the commands AND and OR. No probs, keep an eye on my Casebook extracts over the next couple of issues.

Oh and Mr Waverly of Chippenham, if you're reading: don't press the red button.

GOT A PROBLEM?

Jason Finch is more than willing to answer all your technical queries, so write to him at Techie Tips, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Please remember that Jason *cannot* reply to any letters personally, so please don't include a self addressed envelope. This boxout has been brought to you by PowerGen: *We're working hard to spark you up.*

THE SECRET TO GETTING YOUR LETTER PRINTED

- Include oodles of technical information about your C64 set-up, for example which peripherals you have plugged in if you've made any modifications to the circuit board.
- Don't include too many points in your letter. Stick to one central problem.
- Do try and get your letter printedout or typed, because some of you have got terrible handwriting.
- Don't keep phoning us up to see if it's got printed yet. We are likely to burn your letter if you do this.
- Don't send us an SAE, Jason can't reply personally to any of the letters you send in.
- The more original the problem the more likely it is to get printed. Trouble plugging into a pylon for instance.

DR FINCH'S CASEBOOK

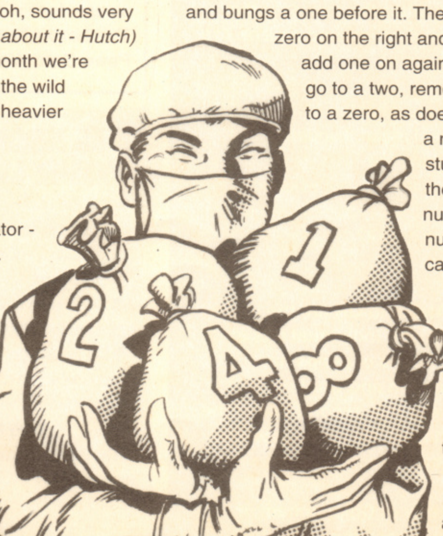
Part Three: The peculiar case of the binary parrot. In which Interpol give up in despair and send for Jason Finch technical 'tective to the stars.

With programming, unless you understand the fundamentals inside out, there is no way you will ever be able to throw down your joystick and take up the challenge of writing your own games. The trouble is that books always tell you what to do, but not why it works. Then, when you need to do something relatively simple you can't - you're stuck because you don't know why what you have been doing for months actually works and so you cannot develop it to your own needs. Oooh, sounds very serious stuff, doesn't it? *(Tell me about it - Hutch)* Well it doesn't have to be. This month we're going to prance playfully through the wild wood of binary, moving on to the heavier stuff next month.

IN THE BIN

Imagine you were using a calculator - starting at zero, keep adding one. First you get the zero appearing on the display, then a one, followed by a two and so on up to nine. After that, the right hand digit becomes a zero again and the calculator stuffs a one before it to make ten. That carries on until 99 where the calculator makes both of those zeros and stuffs another one before it to make 100. That number system is called decimal.

Now imagine that you only know about the numbers zero and one. So you enter a zero, you add one and get one as the result. Now when you add one it can't give you two, because two doesn't exist. Instead it changes the one to a zero again (like it changed the nine with decimal) and bungs a one before it. Then it adds one to the zero on the right and you get 11. You add one on again but the one cannot go to a two, remember; it goes back to a zero, as does the other one, and a new number one is stuffed at the front of the queue. So the new number is 100 and the number system is called binary.



Two and two is four, four and four is eight ...inch worm, inch worm...dee dee daa dee dum.

LET'S TALK MONEY

You probably found that a little difficult to follow, but if you haven't fainted yet and are still with us, let's consider an easier way to look at it. Picture this: you can lay your hands on four bags of money. In the first bag is 8, in the second is 4, in the next is 2 and in the last is a measly 1. You can't open any of the bags. If you needed 13, you would need the 8 bag, the 4 bag and the 1 bag because 8+4+1=13. No other combination of bags will give you 13.

Represent the four bags by numbers - if you have to use a certain bag to get the amount of money you want, give that bag a number one, otherwise zero. So, to represent those four bags for 13 you'd have 1101 because the first two bags were needed, as was the last. If you only wanted 6 then it would be 0110 as you'll only be taking the 4 bag and the 2 bag.

These runs of zeros and ones bear an uncanny resemblance to binary. 1 would be 0001, 2 would be 0010, 3 0011, 4 0100 and so on. Just remember that the left-most digit is the 8 bag, the next the 4 bag, followed by the 2 bag and the 1 bag last with a zero meaning 'No way, I don't need that bag!' and a one meaning 'Gimme that bag!'.

HEY BIG SPENDER

Extend that idea and keep doubling up; you end up with a 16 bag, a 32 bag, a 64 bag and, for the big spenders, a bag containing 128. You can have any amount of money from nothing to 255 by taking different combinations of bags. Imagine you're a bit of a greedy wotsit, so you take the 128 bag and the three least significant bags; the 4, 2 and 1 bag. How much do you have? Well, 128+4+2+1=135 so you've got 135 by taking those four bags. Bung back the 4 bag and take the 32 bag instead so you have 128+32+2+1=163.

Use the system of zeros and ones to represent it: you took the first bag, the one with 128, so give that a '1'. You left the 64 bag so give that '0', but you took the 32 bag so give that a '1'. That's 101 so far, but there are still five bags left. Do the same with them and you'll get the numbers 0, 0, 0, 1 and 1. Join the whole lot together into eight digits and you find 10100011 represents the amount 163.

MONEY MONEY MONEY

You have just learnt everything you need to know about the binary number system! Simply remember how much dosh is in each of those bags, and keep working out which combination of bags you need to get the amount of money you want. Taking them all, you end up with 128+64+32+16+8+4+2+1=255 which is, indeed, the most I said you could get. CF

NEXT MUNF

Next month I'll be showing you exactly how the money bags story relates to how your computer thinks! *(And I'll be showing you how to recreate a scale model of the Clifton Suspension bridge with some old carpet, a Fairy Liquid bottle, some sticky backed plastic and an old pair of tights - Hutch)* Until then amigos.

GAMEBUSTERS

Stuck, lost, bewildered, Welsh? Never mind, the CF crew aren't the sort to bear grudges, so here's Andy Roberts with a wodge of game cheats, listings, pokes and advice for lost gamesters.

OLL[illegible] & LISSA 3

It's Richard Beckett again folks, this time with another splendid solution for this enjoyable arcade ramble. Technical bit: b - eneter bottom door, r- enter right door, l - enter left loor, m - enter middle door, t - enter top door, dr - enter door, lt - enter lift. Collect the keys, candles, lives, and potions when you need them, and select the blue sports car before you start.

From the start: B, R, COLLECT MAGNIFYING GLASS, [illegible] COLLECT CAR PIECE, COLLECT SPANNER, [illegible] R, T, LT, R, B, FIX PIECE TO CAR, [illegible] COLLECT MAGNIFYING GLASS, T, B, LT, T, B, L, B, L, T, L, TAKE CAR PEICE, LT, LT,L, DR, LT, T, TAKE SPANNER, B, LT, DR, T, LT, DR, B, FIX PIECE TO CAR.

DR, [illegible] B, LT, COLLECT MAGNIFYING GLASS, T, B, L, B, L, T, L, LT, LT, T, T, T, LT, B, T, M, TAKE CAR PIECE, T, DR, T, B, LT, T, B, L, B, L, T, L, LT, LT, LT, ENTER TOP-LEFT DOOR, B, TAKE SPANNER, B, T, LT, M, B, LT, LT, T, T, LT, R, B, FIX PIECE TO CAR.

DR, T, B, LT, T, B, L, B, L, T, L, LT, LT, T, T, TAKE MAGNIFYING GLASS, T, LT, LT, T, B, L, B, L, T, L, LT, LT, LT, ENTER BOTTOM-RIGHT DOOR, B, TAKE CAR PIECE, [illegible] T, ENTER TOP-LEFT DOOR, B, LT, [illegible] SPANNER, LT, B, T, LT,M, DR, [illegible] LT, T, LT, R, B, FIX PIECE TO CAR.

DR, T, B, LT, T, B, L, B, L, T, L, LT, LT, M, COLLECT MAGNIFYING GLASS, DR, LT, [illegible] T, B, L, B, L, T, L, LT, LT, LT, ENTER TOP-LEFT DOOR, B, LT, L, L, TAKE CAR PIECE AND SPANNER, M, LT, B, T, LT, M, DR, LT, LT, T, T,LT, R, B, FIX PIECE TO CAR.

DR, T, B, LT, T, B, L, B, L, T, L, LT, LT, LT, ENTER TOP-[illegible] DOOR, B, LT, L, LT, TAKE MAGNIFYING GLASS, LT, R, LT, TAKE CAR PIECE, LT, DR, LT, TAKE SPANNER, LT, DR, DR, DR, M, [illegible] T, LT, M, B, LT, LT, T, T, LT, R, B,FIX PIECE TO CAR.

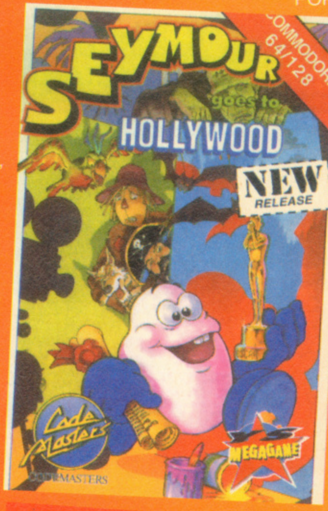
DR, T, B, LT, T, B, L, B, L, T, L, LT, LT, LT, ENTER TOP-LEFT DOOR, B, LT, L, LT, DR, LT, DR, R, TAKE MAGNIFYING GLASS, DR, TAKE CAR PIECE AND SPANNER, L, LT, LT, LT, B, T, LT, M, DR, LT, LT, T, T, LT, R, B, FIX PIECE TO CAR.

DR, T, B, LT, LT, M, TAKE MAGNIFYING GLASS, B, T, TAKE CAR PIECE, B, LT, DR, B, L, B, L, T, L, LT, LT, [illegible] ENTER TOP-LEFT DOOR, B, LT, L, LT, [illegible] TAKE SPANNER, LT, LT, LT, B, T, LT, M, DR, LT, LT, T, T, LT, R, B, FIX PIECE TO CAR. Hurrah! You've finished.

ACTION REPLAY POKES

Here's yet another stunning array of Action Replay POKES courtesy of Richard Beckett and dedicated to the Superstar Seymour compilation. To use the POKEs, freeze the game, press 'E' to enter the pokes, and then restart the game using 'F3'.

WILD WEST SEYMOUR
POKE 13769,173 - No collision
POKE 13421,173 - Infinite lives
POKE 13595,173 - Infinite energy



Fancy infinite lives and energy for this funky platformers? Check out the Action Replay poke.

SUPER SEYMOUR SAVES THE PLANET
POKE 37793,165 - Infinite lives
POKE 18394,165 - Freeze mutacount

SERGEANT SEYMOUR ROBOTCOP
POKE 16705,173 - Infinite lives
POKE 27123,181 - Penguins on level 1
POKE 4622,165 - Speeds up game to Benny Hill speed.

SEYMOUR GOES TO HOLLYWOOD
POKE 9264,173 - Infinite lives
POKE 20141,173 - Infinite energy

SERGEANT SEYMOUR ROBOTCOP

Richard Beckett has some extra tips for those of you using the cheat modeprinted in CF32. As well as pressing F7 to skip the current level, you can also press F5 to jump straight to the next level (without the messy in-between bits), or even F3 to jump 10 levels. And just in case you missed the aforementioned cheat, here it is again; on the title screen, type in STEGTHESLUG (without any spaces). The border will change colour to indicate that the cheat is active - infinite lives are yours to play with.

REGULARS

TIP OFF 33
The best of the hints, cheats and solutions sent in by you lot. It's over there on the left.

LISTOMANIA 37
Pokes, listings, get 'em while they're hot, they're lovely. Special offer today, 20 for the price of one.

MAPS & SOLUTIONS

THE SIMPSONS 34
Part three of this five part mapping extravaganza.

NEBULUS 35
It was on our covertape, it's brilliant, but it's also jolly hard. So if you've been struggling to propel a small green frog up a series of stone towers then clock this lot.

SUBURBAN COMMANDO 38
Mr yellow pants himself, Hulk Hogan gets the once over from Andy Roberts. Can you finish the game now, with all this help?

CASTLE MASTER 40
This first part of the complete solution to this funky Freescape castlescapade.

GAME OVER 41
It was on our covertape, it's brilliant and I'm repeating myself. If you're a bit stuck on the shootster then check this out immediately..

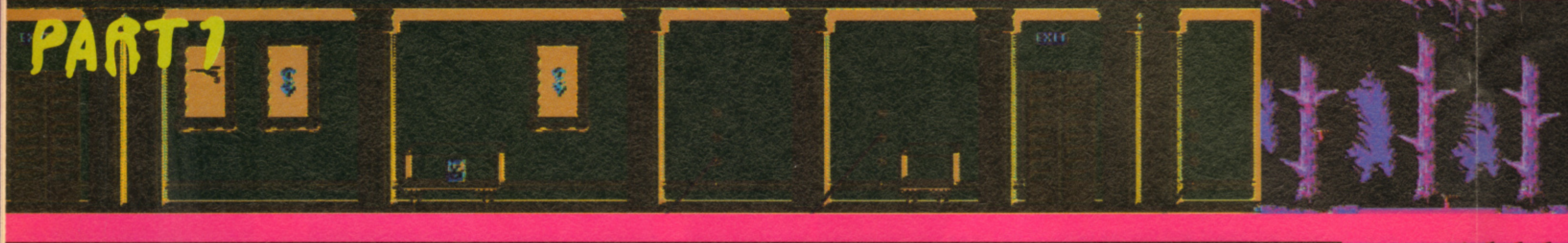
NOBBY AARDVARK 40
Gamebusted and released into the wld.

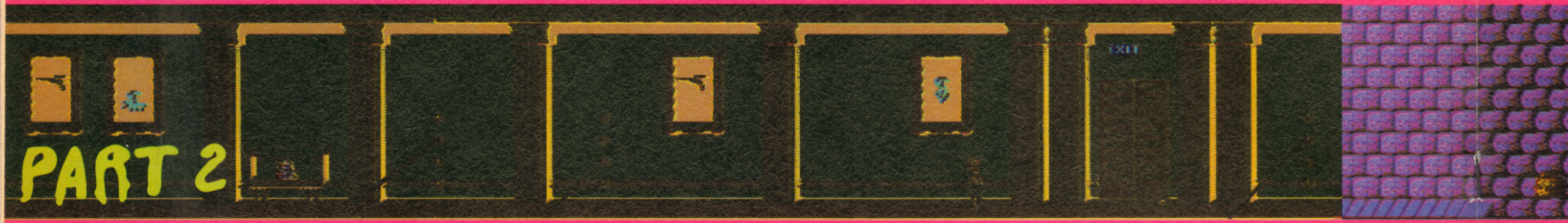
STREET FIGHTER 2 34
Hutch checks out Zangief, Dhalsim and M.Bison.

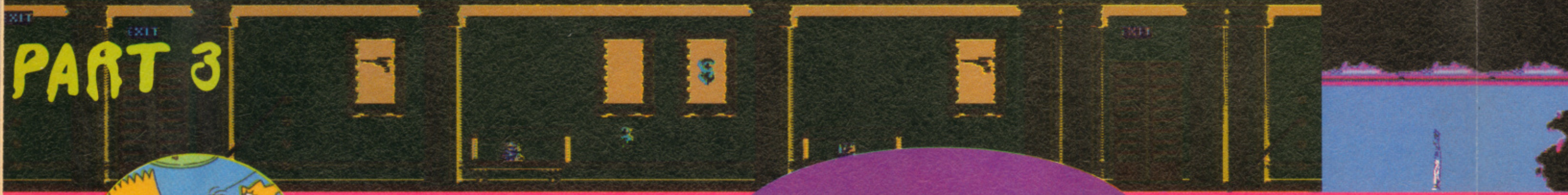
BEE52 34
The Codies latest shoot-em-up has caused you lot a few headaches. Here's some aspirin.

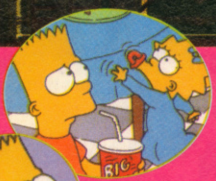
SOFTWARE VOUCHER ALERT!

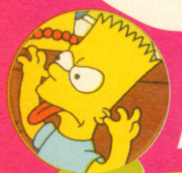
Here at CF we've got a keen eye for juicy tips, succulent solutions, mouth-watering maps, and palatable POKES. If you have something to whet our appetites with, bundle it into an envelope and post it to: Andy Roberts' Gamebusters, Commodore Format, 30 Monmouth Street, Bath, Avon, BA1 2BW. Oh, and we promise not to eat them. Honestly.











THE SIMPSONS BART VS. THE SPACE MUTANTS

PART 4

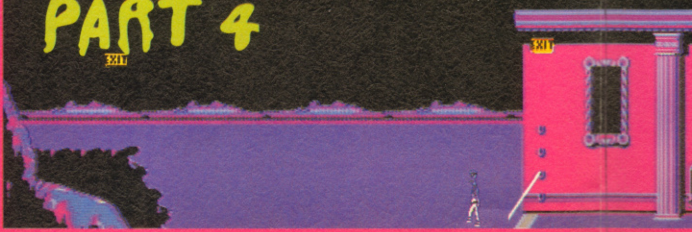
It's the positively perfect penultimate part of Andy's complete solution. This month Bart pays a visit to the Natural History Museum, so pay attention - I may be asking questions at the end class.

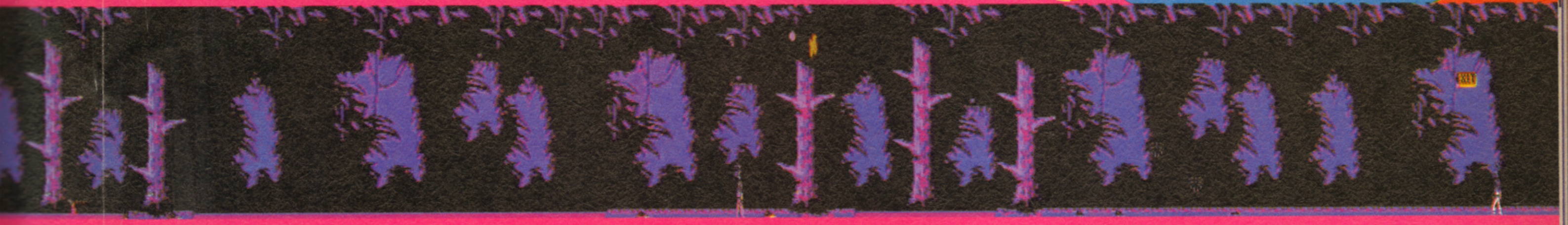
LEVEL 4 - SPRINGFIELD NATURAL HISTORY MUSEUM

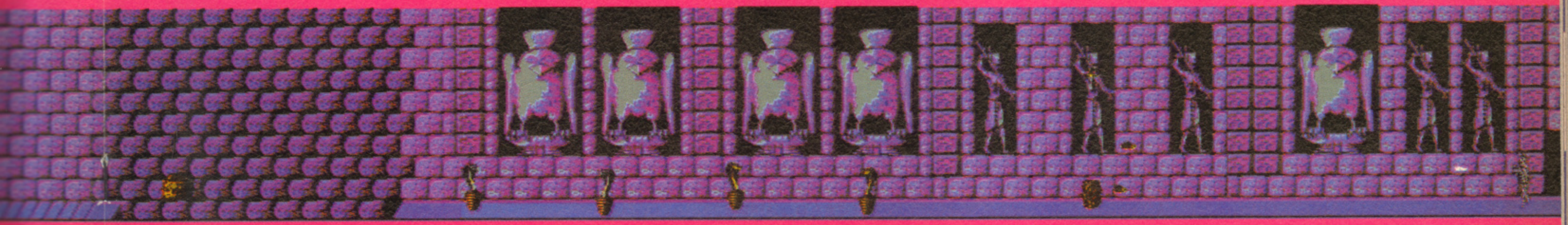
PART ONE

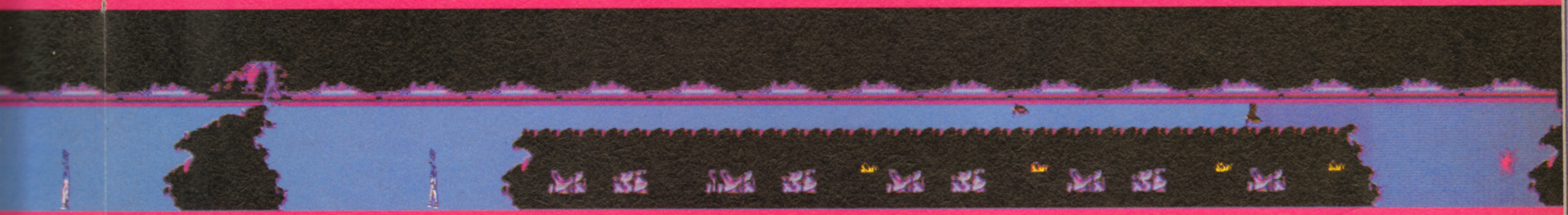
On this level Bart must collect as many of the EXIT signs as possible *(Sounds logical - Ed)*, and for once it isn't necessary to keep using theX-RAY specs - every creature on the level is a space mutant. From the start: Walk right and jump up onto the first picture frame to collect the gun, then jump left to grab the first EXIT sign. Now go right again, jumping over the mutant on the ground. Be cautious of the mutant in the picture - it will come to life as soon as you get close (run underneath it).

Jump up onto the glass case, then jump three times to get the extra life. Continue right, under the next mutant, then prepare to tackle the first set of laser beams. It's all a matter of timing, so observe the pattern briefly then rush quickly past them (immediately after the bottom laser flashes). Stand on the glass case to reach the next EXIT sign (avoiding the mutant below), then rush past the next set of laser beams into the very tricky 'jungle' section.The insect creatures which skuttle across the ground will follow you, so stay on the move and be ready to jump. Go right and leap on the guy'shead, then continue right (past the bugs) and jump up into the branches of the tree for safety. Jump over the dragonfly which heads towards you, then jump right onto the tree in the middle of the swamp (jump up to avoid yet another dragonfly). Now jump onto the tree to your right, then wait until the crocodile appears in the swamp below - jump carefully onto its head. When the second crocodile emerges, jump quickly onto it to avoid the falling









debris, and repeat this process when the third crocodile appears. When you reach the right-hand edge of the swamp, jump right (over the insect) back onto solidground. Go right, jump on the bloke's head, then use the gun to get rid of the monkey. Jump right onto the middle tree, then right again to the next tree. The spiders are fairly easy to get past - simply walk underneath them - but besure to take your time, as it's very easy to get killed. Continue right,grab the EXIT sign, then jump on the guy's head as before.

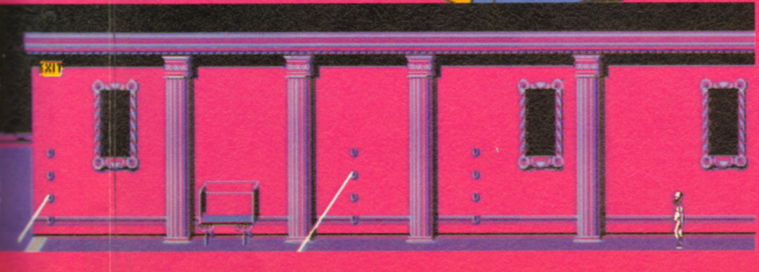
PART TWO

Go right past the next set of lasers, then jump up onto the left-hand edge of the picture frame (avoiding the mutant) and collect the EXIT sign. Go right under the mutant, avoiding the mutant on the ground, then grab the invincibility icon and quickly run right past the two sets of lasers. Collect the gun from the picture frame, go right under the next mutant,then jump on the guy's head.

When the mutant on the ground is under the picture frame to your left, jump onto the edge of the frame and jump right to get the EXIT sign. Sneak past the next set of lasers then prepare for one of the hardest parts of the level. It is only safe to walk on the RED tiles. Walk on to the first red tile and another will appear. Jump onto this tile and another will appear...get the picture? The red tiles appear in this sequence: 5 forwards, 4 forwards, 2 backwards, 5 forwards, 2 backwards, 5 forwards, then jump right onto the 'safe' ledge. The next set of platforms work on a similar principle; jump onto the first platform and a second one will appear. Jump onto this, and a third platform appears. When you're standing on the fifth platform, jump right onto the safe ground. Make your way to the right, jumping over the snakes, until you reach a room with three statues. Jump up onto the ledge by the left most statue andstay there. When an ANKH appears above Bart's head, jump up and collect it. It is adviseable to stay on the left and be patient, but if the time limit is low move carefully from statue to statue avoiding the insects which fall from above. When enough ankhs have been collected, the screen will shake and you can proceed to the right to meet the mummy. On this screen there is a hidden platform at the far-left, which is the ideal place for Bart to stand in order to avoid the Mummy's bullets. It can be killed by jumping on its head five times, but if the mummy leavesthe screen the hit-count is reset (so try to keep it on the screen).

PART THREE

Now go right past the laser, grab the EXIT sign, then rush past the next laser and collect the gun. Use the picture frame to get the other EXIT sign. Continue right, and collect the invincibility icon to get past the mutants with ease. Now get the extra life and the gun, the use the picture frame to get the EXIT sign to the right. Run right past the next set of lasers into the wilderness, and jump on the guy's head for another 'proof of existence' icon. Now walk right until you reach a vast river, which canonly be jumped using the log which floats down the screen. If you jump when the log is half-way down, everything should be hunky-dory. Continue right, jump on the bloke's head as before, then avoid the bird and jump across the chasm using the platforms provided (don't worry, they won't disappear). Make your way carefully to the right, using the moving platforms wisely, as well as ducking under any birds which fly by. Once safely over, move right until the huge dinosaur comes into view. To get past this hefty opponent, jump on its head three times. There are two hidden platforms just to the left of the dinosaur. Avoiding the fireballs, jump onto the top platform, and from there onto its head.



PART FOUR

Oncethe dinosaur's dead, jump right onto the dinosaur's back and get the EXIT sign,then jump right again onto safe ground. Run right and jump on the guy's head. Now run past the lasers, then use the picture frame to collect the next EXIT sign. Make your way past another two sets of lasers and continue right until you meet with Dr. Marvin Monroe. Using the doctor as a trampoline, bounce up onto a picture frame and let Homer do all the hard work... if you collected enough 'proof of existence' icons. If not, just keep jumping on his head until he's history.

NEXT MONTH

Guide Bart towards the thrilling end-of-game confrontation in the Springfield Power Station... same time, same place, erm, different month.

NEBULUS

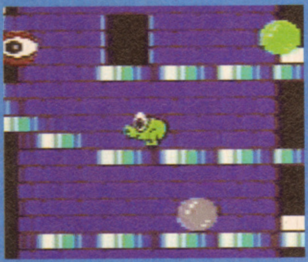
PART 1

A great philosopher once wrote 'Hubble, bubble, toil and trouble'. Little did he know he was describing one of toughest games around. Or maybe he did. Anyway, Andy Roberts is here with the first part of our complete solution.

LEVEL 1 - TOWER OF EYES

Time Limit: 100

From the start: Go through the tunnel to the right, run underneath the eye, then get on the lift and go up through the tunnel. Go left and get on the lift, go up to the next level (the grey ball won't touch you), go right onto the next lift and go up again. Walk left a little and shoot the two blocks and the yellow ball, then walk left up the stairs (avoiding the moving eye above you). The stairs are slippery, so keep running to avoid falling back. Now go through the tunnel at the top of the stairs, then immediately face right and shoot the ball. Walk right onto the lift, go up to the next level, then edge left onto the platform and wait until the ball has bounced out of sight. Now drop down to the left and shoot the ball as it re-appears. Walk left under the eye, then stand on top of the stack of platforms (which will subsequently disappear). The next trick is to go up on the lift without the ball above knocking you down again -observe its movement pattern and time your ascent accordingly. When your each the top of the lift, jump over the platform to your right (it will disappear if walked on). Once safely across, go through the tunnel, then walk left and go up on the lift (when the eye above moves right). Now go through the tunnel to the left, then go right and through the next tunnel to complete the level.



The first level's really designed to ease you into the game.

LEVEL 2 - REALM OF ROBOTS

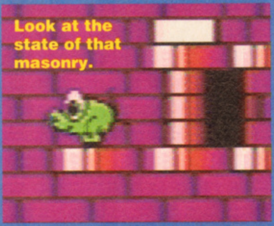
Time Limit: 120

From the start: Walk left and jump over the two gaps, then get on the lift, go up, and jump left over the sphere when it moves down. Go up on the next lift, through the tunnel, then walk left up the stairs (avoiding the sphere above). Half-way up the stairs, wait for the sphere to move right before getting onto the lift. Go up, through the tunnel to your left, then jump onto the lift to your right when the sphere moves down (a little tricky for beginners). Go up on the lift, walk left (underneath the sphere) down the next set of steps, then get on the lift and go up again. Wait in front of the tunnel to your left, and when the sphere disappears round the corner, go through it - you should emerge safely and drop down on the other side. Get on the lift and go up, but do NOT go through the tunnel to your left. Instead, walk up the stairs when the sphere moves right. When you're halfway up the stairs (just above a tunnel), wait for the sphere above to move right before running all the way up the remaining stairs. When you reach the top, DO NOT stand on the platform above the lift until the sphere below has moved left. Now walk onto the platform (which will disappear), then go up on the lift and through the tunnel to complete the level. Make yourself a cup of tea.

Thr trouble with level two is the jumps.

LEVEL 3 - TRAP OF TRICKS

Time Limit: 140



Look at the state of that masonry.

From the start: Go left and shoot the ball, go through the tunnel, then get on the lift and go up. Walk right up to the wall and wait for the alien to appear and knock you down to the level below. Shoot the ball, then walk right to the end of the platform - the last platform will disappear, so climb onto the lift and go up. Go through the tunnel to the left (you'll drop down on the other side), go up on the lift, then walk left underneath the two 'clusters' and get on the next lift. You should just be able to see another cluster at the top of the screen - go up on the lift when the coast is clear. Now drop off to the left and walk left when the cluster above you has moved right. Walk all the way up the stairs, shoot the two blocks at the end, then drop off onto the lift when the cluster is nowhere to be seen. Quickly go up on the lift and through the tunnel to the left (again you'll drop down on the other side), then quickly walk left, through the tunnel, then go up on the next lift. Now walk through the tunnel at the top to complete the level.

LEVEL 4 - SLIPPERY SLIDE

Time Limit: 160

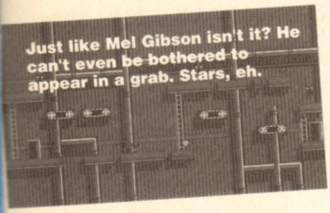
From the start: Go right up the stairs and jump over the two spinners, then go up on the lift. Shoot the block to your right, then go left and shoot the other two flashing blocks (you'll need to drift backwards to do this). Now walk left down the stairs and follow the path around to the lift - go up and through the tunnel. When you appear on the other side, jump over the platform to your left (it disappears) and go through the tunnel to the left. Go up on the lift to your left, through the tunnel, then walk underneath the spinners and go through the tunnel to the left. Shoot the block to the right, go through the tunnel to the left, then shoot the ball and walk left to shoot the remaining block. Go back through the tunnel and up the two stairs, but don't go back through the tunnel -drop off right onto the lift. Go up on the lift and shoot the ball, then walk right down the stairs and get on the next lift. Avoiding the spinner above, go up on the lift and step onto the platform to the left. When the lift has gone down and the spinner has moved left, drop down and jump the gap to the right (this is very tricky indeed, so keep practising). Go through the tunnel, then go up to the third step to avoid the spinner which comes from the right. When safe to do so, walk up the steps underneath the two spinners. At the top of the stairs are three platforms in a row - the middle one disappears, so jump over it. Edge left and shoot the ball, then get on the lift and go up. When the coast is clear, drop off to the right and shoot the two balls. Now walk right (jumping over the stack of platforms) until you reach a wall - wait here for the alien to knock you down to the level below. Now drop off to the right, go up on the lift, and walk through the tunnel to complete the level.

Besides jumps you've got mines to contend with.

Next month we lead you through levels five through eight Nebulus fans. Hurrah, eh!

LISTOMANIA POKERAMA

More freakish listings to impress and amuse your relatives.



Just like Mel Gibson isn't it? He can't even be bothered to appear in a grab. Stars, eh.

LETHAL WEAPON

Ocean

We've given you maps, we've given you a huge solution, and now here's the icing on the cake - this invaluable listing for infinite lives, ammunition, energy, and time.

```
0 REM LETHAL CHEAT BY WAZ
1 FOR X=272 TO 323:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>5406 THEN PRINT "DATA ERROR":END
3 POKE 157,128:SYS 272
10 DATA 032,086,245,169,032,141,227,002
11 DATA 169,001,141,228,002,076,229,002
12 DATA 169,048,141,159,008,169,001,141
13 DATA 160,008,076,000,008,087,065,090
14 DATA 169,000,141,196,025,141,041,017
15 DATA 141,248,016,141,001,030,141,225
16 DATA 243,076,066,236
```

LETHAL WEAPON - DISK Ocean

And especially for all you lucky 1541 disk drive owners, here's your very own listing cheat for infinite lives, ammunition, energy, and time. Aren't we nice to you? Or course we are.

```
0 REM LETHAL DISK CHEAT BY WAZ
1 FOR X=679 TO 742:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>7163 THEN PRINT "DATA ERROR":END
3 PRINT CHR$(147);"INSERT DISK & PRESS A
KEY"
4 POKE 198,0:WAIT 198,1:SYS 679
10 DATA 160,001,152,162,008,032,186,255
11 DATA 169,006,160,002,162,225,032,189
12 DATA 255,169,000,032,213,255,169,205
13 DATA 141,136,195,169,002,141,137,195
14 DATA 076,000,192,087,065,090,169,000
15 DATA 141,184,025,141,079,017,141,020
16 DATA 017,141,074,030,141,064,244,076
17 DATA 192,003,076,079,065,068,069,082
```

HYSTERIA Alternative

Stop pulling your hair out, cease kicking the cat around the living room and put the goldfish back in the tank. There's absolutely no reason to get hysterical, thanks to this superb listing POKE. Type it in for infinite energy (and you'll only need to collect one star per level).

```
0 REM HYSTERIA CHEAT BY WAZ
1 FOR X=269 TO 304:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4309 THEN PRINT "DATA ERROR":END
3 INPUT "1 STAR TO COLLECT Y/N";A$:IF
A$="N" THEN POKE 300,6
4 POKE 157,128:SYS 269
5 DATA 032,086,245,169,121,141,218,003
6 DATA 169,088,141,220,003,076,167,002
7 DATA 087,065,090,238,032,208,238,032
8 DATA
208,169,096,141,204,014,169,002
9 DATA 141,183,015,096
```

POWER PACK

STARRAY

Now you can put the 'star' back into your 'ray' with this listing for infinite energy and infinite vaporisers.

```
0 REM STARRAY CHEAT BY M PUGH
1 FOR X=516 TO 557:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>4276 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 002,141,014,010,076,230,003,169
7 DATA 238,141,219,037,169,173,141,082
8 DATA 016,141,059,041,141,071,038,076
9 DATA 027,008
```

SUBURBAN COMMANDO DEMO

Shouting at a TV camera in a loud and aggressive voice won't get you very far. Instead, try this listing for infinite lives and infinite time (without which it's impossible to complete the demo).

```
0 REM S.C. DEMO CHEAT BY M PUGH
1 FOR X=514 TO 537:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>2401 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 514
4 DATA 032,086,245,169,002,141,179,002
5 DATA 096,077,080,169,165,141,002,033
6 DATA 169,173,141,015,187,076,013,008
```

SQUIBBLY SKWOB

Squibble, squobble, and generally squidge your way through the game with ease by using the following cheat for infinite Skwobs.

```
0 REM SQUIBBLY CHEAT BY M PUGH
1 FOR X=516 TO 554:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>3578 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 516
4 DATA 032,086,245,169,019,141,207,003
5 DATA 206,208,003,096,072,077,080,169
6 DATA 032,141,013,010,169,002,141,014
7 DATA 010,076,230,003,169,173,141,037
8 DATA 055,141,053,058,076,013,008
```

BREAKTHROUGH DEMO

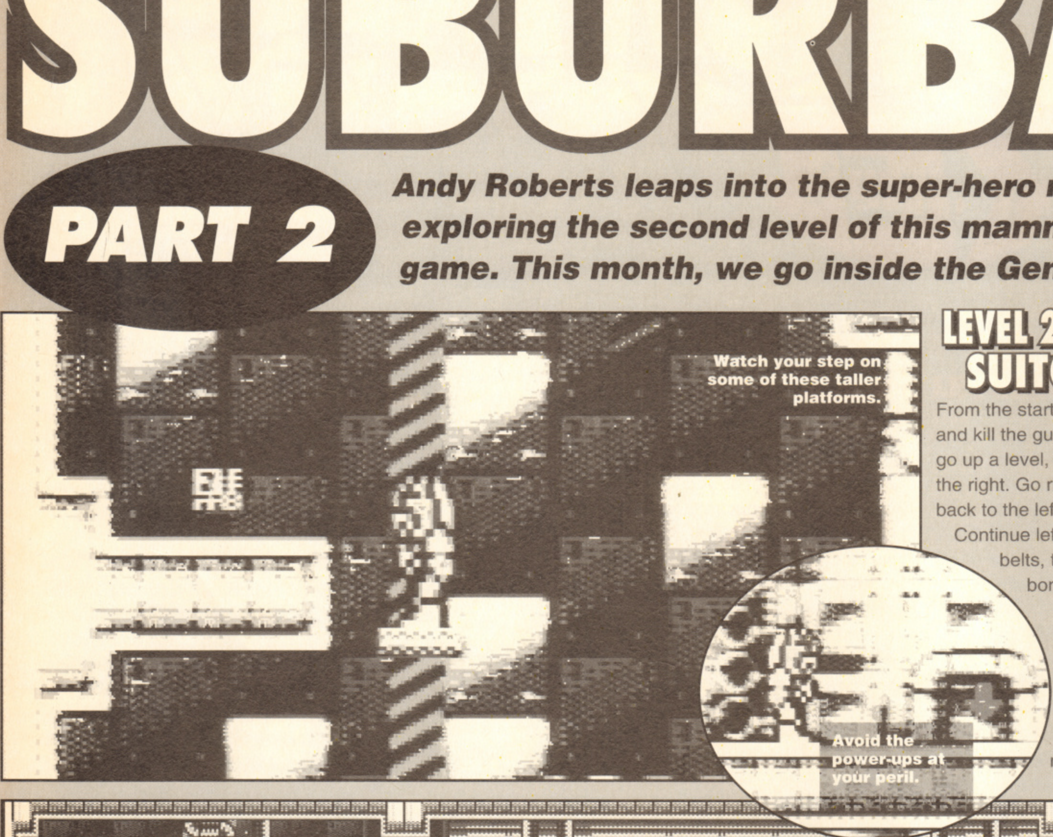
Not to be confused with the dire arcade conversion of the same name, this rather nifty SEUCK blaster can be made much easier - just type in this listing then RUN it for infinite lives.

```
0 REM BREAKTHROUGH DEMO CHEAT BY M PUGH
1 FOR X=517 TO 574:READ Y:C=C+Y:POKE
X,Y:NEXT
2 IF C<>6032 THEN PRINT "DATA
ERROR":END
3 POKE 157,128:SYS 517
10 DATA 169,018,141,040,003,169,002,141
11 DATA 041,003,032,086,245,169,032,141
12 DATA 178,002,169,002,141,179,002,096
13 DATA 072,077,080,169,032,141,222,003
14 DATA 169,051,141,223,003,169,002,141
15 DATA 224,003,032,069,003,096,238,032
16 DATA 208,169,173,141,204,042,141,220
17 DATA 045,096
18 REM HAVE YOU EVER NOTICED HOW DOGS
NEVER BARK QUIETLY?
```

SUBURBAN

PART 2

Andy Roberts leaps into the super-hero role yet again, exploring the second level of this mammoth platform game. This month, we go inside the General's starship.



Watch your step on some of these taller platforms.

Avoid the power-ups at your peril.

LEVEL 2 - INSIDE GENERAL SUITORS STARSHIP

From the start: avoiding the flying alien, go right and kill the guard. Continue right, get on the lift and go up a level, then kill the guard and jump off to the right. Go right and set the first bomb, then go back to the left and jump across the lift-shaft.

Continue left and kill the guard on the conveyor belts, then head left to prime the second bomb.

Go right back to the lift shaft, wait for the lift to arrive, then go up to the next level (the guard may have re-appeared, in which case kill him again). Kill the guard at the top, collect the key card to your right, then go down on the lift to the

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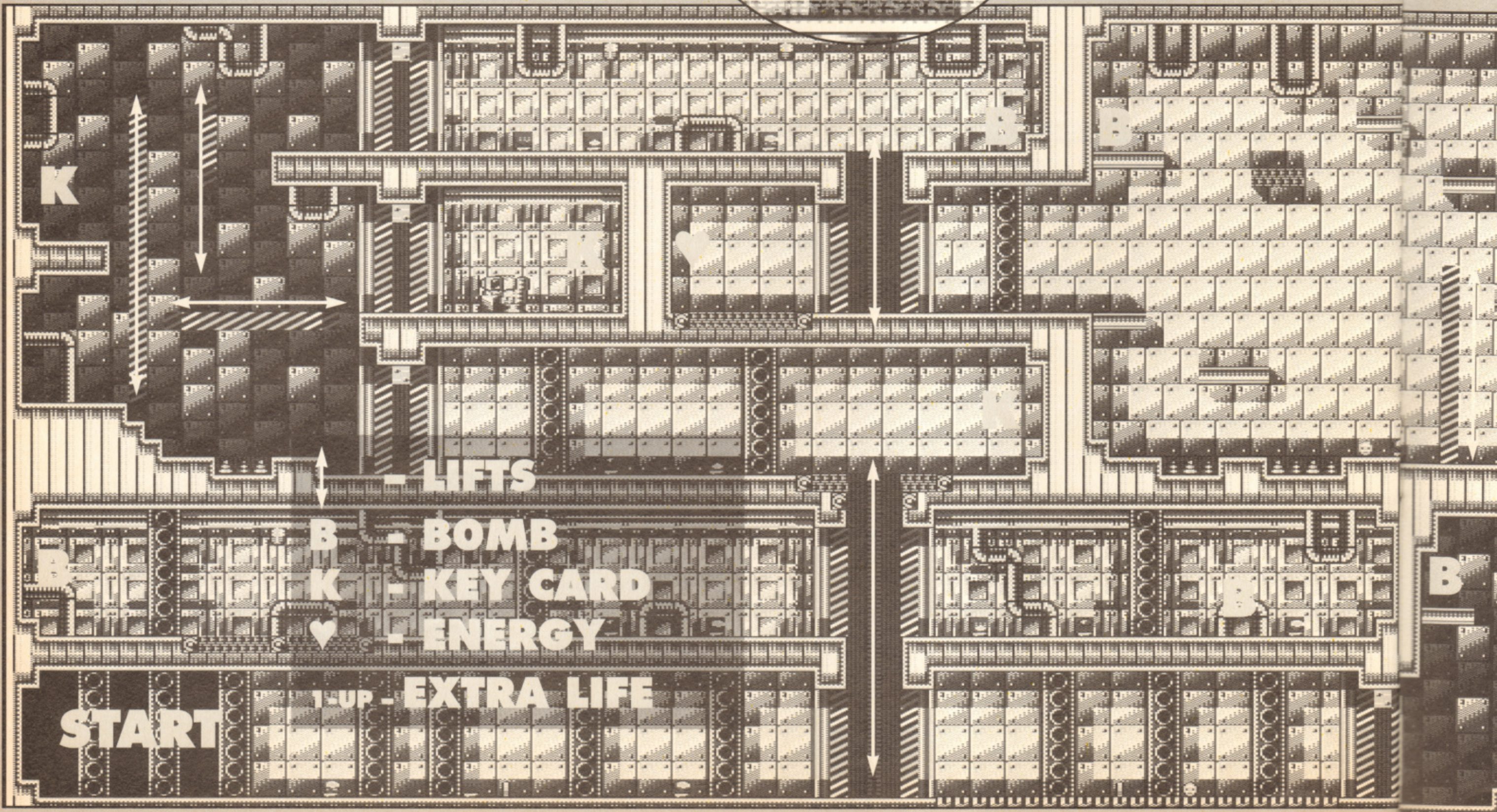


COMMANDO

bottom level. Go right and open the door, jump right over the pits, then go up on the right-most lift.

Collect the key card at the top, then use the other lift to get on the platform to your left. Drop onto the anti-clockwise lift and jump off at the top, then jump left and prime the bomb. Now drop down, go left and get on the lift, then go up to the top as before. Head left.

Walk up to the barrier to open it, jump left over the energy-drainers and get on the lift.Jump off onto the slow-moving lift to your right (the one that moves sideways), then go right and collect the key card. Go back to the left and get on the first lift again, then go up to the top and get the key card to your left. Get on the fast-moving lift, then go right and use the other lift to reach the top level.

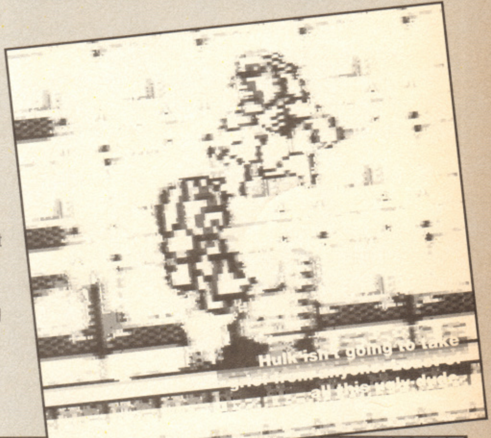
Go right, open the door, then kill the guard. Continue right until you reach a lift shaft – jump across it and prime the bomb. Now go down on the lift, collect the extra energy to the left, then go right to the end of the platform. Jump right onto the platform below, then jump right again and get on the lift. Jump off at the top, jump right again onto the next platform, then continue right and collect the keycard. Go left and use the springboard to bounce up to the higher platform, then make your way up and left using the platforms provided until you reach the bomb – prime it.

Now drop off the platform, go back up on the lift again, then bounce up on the springboard as before... only this time you'll need to hold right to reach the top-right room. Go right and prime the bomb, then go back to the left and drop down to the bottom. Go right as far as possible and drop down the gap, then drop off to the left. Go left, kill the guard, then use the second springboard you encounter to bounce up and collect the extra life.

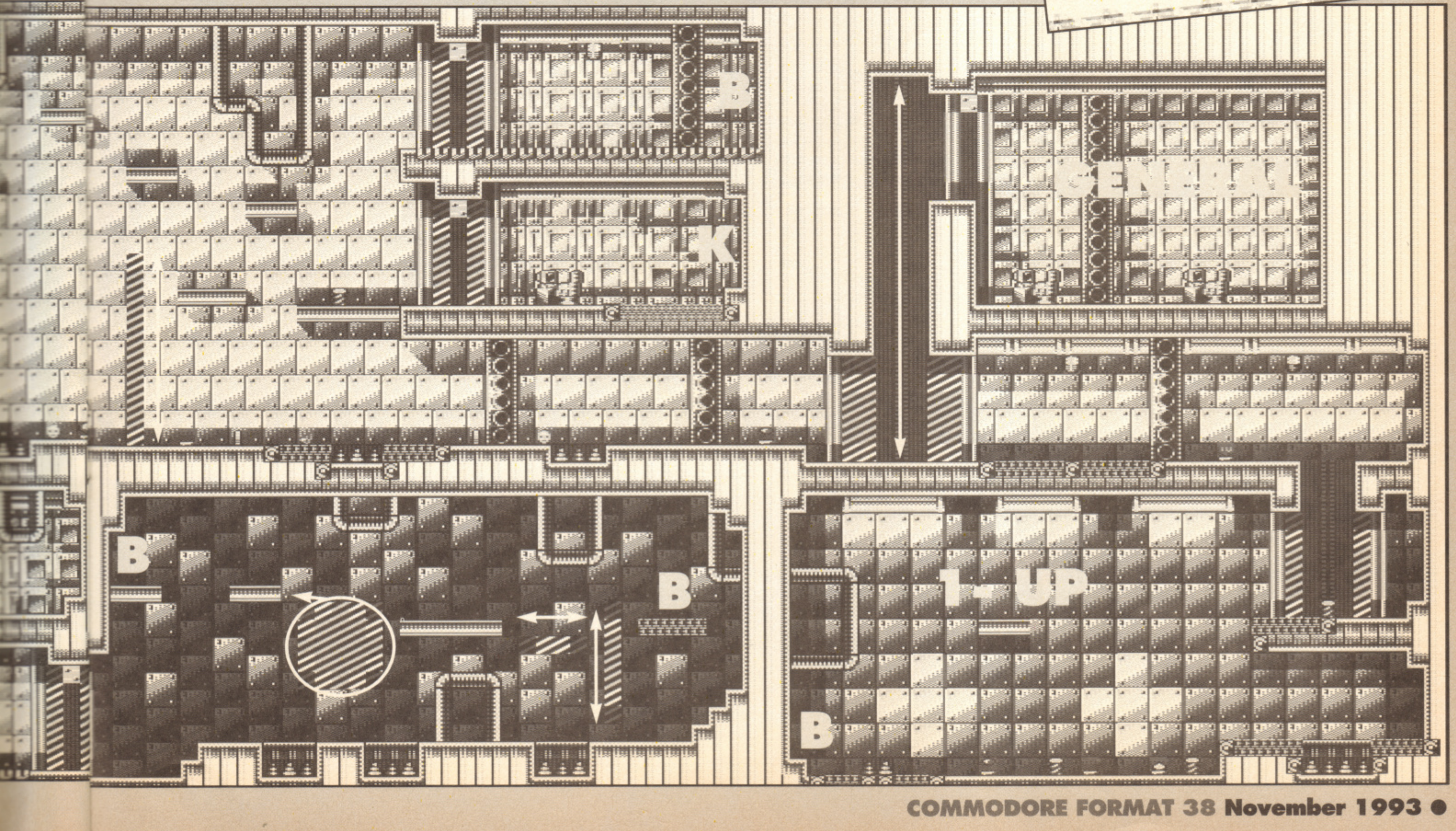
Drop off to the left, prime the bomb, go back to the right and use the springboard to bounce back up to the right-hand ledge. Use the next springboard to exit the chamber, then go left and get on the lift. Go through the barrier, then prepare to meet the General – just keep kicking and punching until he's dead. If you're finding him a little elusive, go to the far right and face right – he should, get wedged between you and the wall, which should hopefully make him a darn sight easier to kill. Ermm, hurrah! CF

NEXT MUNF

Sees old Hulky baby crash-landing on Earth... which is where he started from in the first place. Anyway, tune in for tips galore and maps aplenty when we continue next month.



Hulk isn't going to take [illegible] all this ugly dude



CASTLE MASTER

It's out on compilation, it's out on budget, but it doesn't get any easier. In fact, we've been inundated with letters for ages now, so here's Andy Roberts and castle-busting chum Andrew Davies with part one of a complete solution.

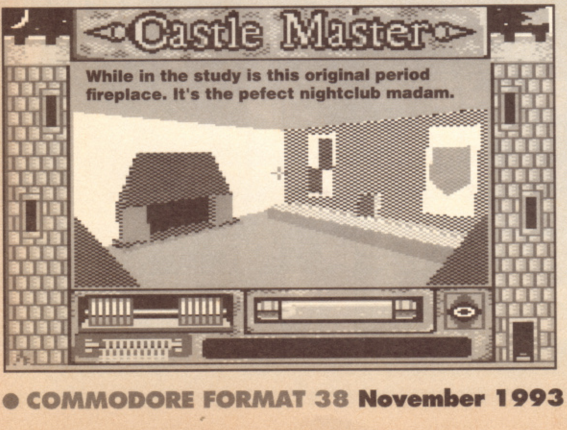
From the start: Walk up to the castle, shoot rock at hole to left of drawbridge to lower it, and enter the court yard. Take the door at the far right into the lobby, shoot the spirit, collect KEY #1 from the table, then go through the open door into the kitchen. Select crawl and shoot the rat under the table, go through the fireplace into the larder, then eat enough food (starting with the top shelf) to gain maximum strength (six weights at each end of the bar).

Go back into the kitchen, take the left door into the lobby, the right-hand door back into the courtyard, through the castle entrance back into the wilderness. Face left, run towards the boulder, then run into it to reveal a hole. Select crawl and drop down the hole, look up and shoot the spirit.

Collect KEY #2 from the box to your right, walk over the barrier, and through the door into the catacombs.Go left, go right at the junction, then go through the door. Walk straight ahead and through the next door, left, then through the door into the next cavern - shoot the spirit and leave. Go right, through the door, take the first right, then go straight ahead and through the door. Shoot the spirit and leave as before.

Go left, through the door, go left at the junction,then through the doorway to the right. Kill the spirit and leave the room. Go right, through the door, then right at the junction. Walk straight ahead and through the door, go left, through the next door, then shoot the spirit and leave. Go straight ahead, left, then through the doorway to the right. Continue straight ahead, through the doorway, right, then through the doorway ahead to the stairwell.

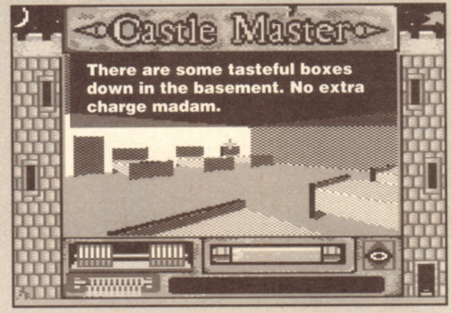
Take the door ahead into the passage, then the door ahead again to arrive in the hospital.Look right and shoot the spirit, then go out into the passage (you can wait here to recover if your strength is less than 3 weights). Take the door ahead into the stairwell, then face left and unlock the door using the action (press 'A'). Go through the door into the lobby, then take the far door back into the courtyard. Walk over to the well, use your action on the well to collect KEY #3, then select crawl and drop down the well.



While in the study is this original period fireplace. It's the pefect nightclub madam.

Face left and use your action on the box to get KEY #4, walk over the barrier, then go through the door to exit. Go left, walk ahead and take the next left, then through the door. Walk straight ahead, go right,through the next door, right, then through the door into the stairwell. Take the right door into the lobby, then the far door into the courtyard.

Go through the castle entrance into the wilderness, then face right and follow the moat around until you reach the Wizard's hut. Use your action on the door to unlock it, go through the door, then use the chair to climb onto the table. Face the chair and collect KEY #5 from the top of the chair's back.



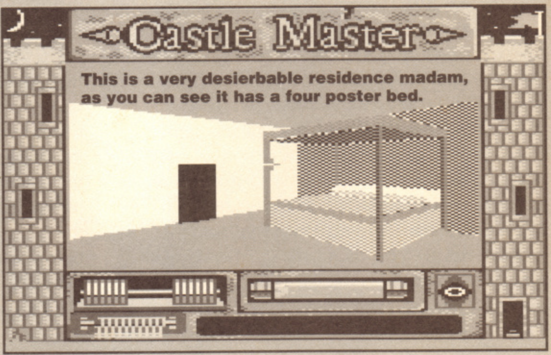
There are some tasteful boxes down in the basement. No extra charge madam.

Now drop off, use your action on the rug, then select crawl and drop down the hole. Face left and use your action on the bottle (it's a potion of revitalisation). Make a U-turn, collect KEY#6 from the crack in the corner of the floor, then walk over the barrier and out through the door.Go straight ahead, go left, then go through the door to the right.

Go through the door ahead, then go right and through the door into the stairwell. Go up the first set of stairs, then take the door to your right into the lobby. Take the right-hand door again into the kitchen, followed by the left door into the passage. Go straight ahead and through the door to arrive in the great hall, shoot the spirit, then take the door in the far corner into another passage.

Go straight ahead and through the door into the hot baths, face left, then shoot the spirit lurking just above the water. Use your action on the lever (to your left) to empty the pool, then walk into the empty pool using the steps provided. Select crawl, then drop down the small hole into the cavern below. Now the tricky part: walk on to the top step of the barrier, turn right, then walk right up to the wall. DO NOT fall off the barrier, as you'll have to re-trace your steps through the catacombs.

Standing in this position, look straight up, aim the crosshair on the crack in the ceiling, then use your action to collect KEY #7 (you might have to rotate a little). Now exit via the door, left, through the next door, straight ahead and through the door. Walk straight ahead, go right, through yet another door, then go right and through the door into the stairwell.

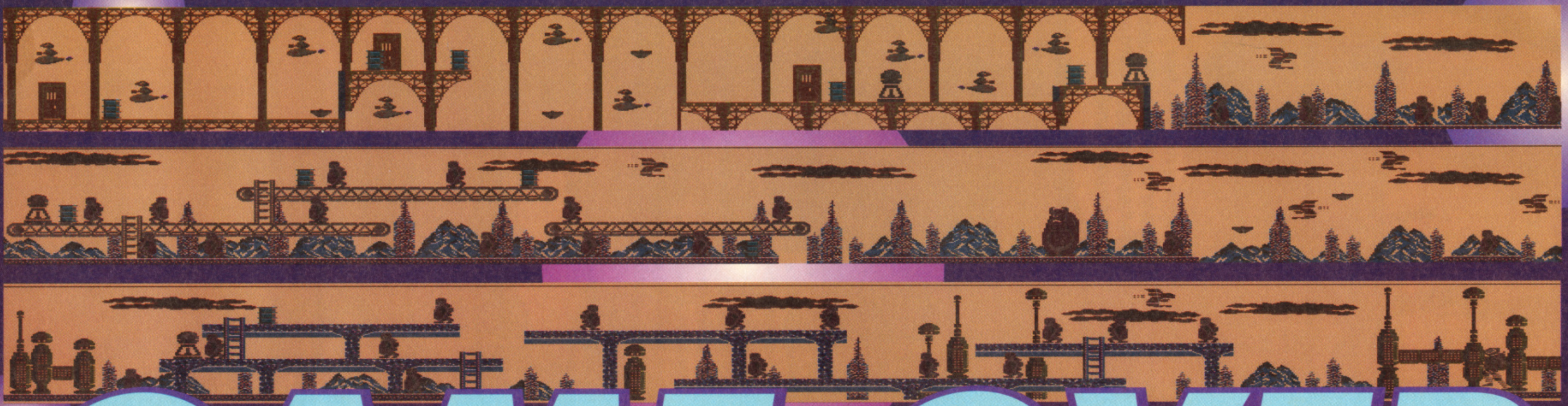


This is a very desierbable residence madam, as you can see it has a four poster bed.

Go up the first set of stairs, take the door to your right into the lobby, then take the far door into the courtyard. Walk up to the door of the left-hand shed and use your action to unlock it, then crawl under the horses' belly and collect KEY #8 from the hole. Leave the stables, then go through the castle entrance back into the wilderness. Standing on the drawbridge, shoot a rock at the hole to the left of the door - this will catapult you on to the roof of the chapel. Look down and collect KEY #9, then shoot the flag at the top of the flagpole - a bat will appear in the sky, so shoot that too.

Walk off the roof and enter the chapel, then select crawl and walk behind the pulpit to enter another cavern. Face left, collect KEY #10 from the hole in the wall, then walk over the barrier and go through the door. Go left at the junction ahead, crawl underneath the barrier, then go through the door. Go left, left again at the junction, then through the door into the stairwell. And that's where we have to leave it for this month.

So SAVE your game position and wait until CF38 for the final, climactic showdown with the mighty dragon. Get your sword sharpened now. CF



GAME OVER

Arguably one of the most difficult and frustrating games we've ever put on the Powerpack, so we decided to enlist the help of a master gamesplayer... unfortunately he was on holiday, so Andy's here instead.

PLANET HYPSIS

The first point of interest is the control method: slow, sluggish, and downright infuriating. Jumping onto moving platforms is a tricky task, so learning to judge jumping distances is a must. Secondly, grenades are at their most effective when they hit the desired target, so practise throwing them for your first few attempts.

And just in case you don't knowwhere to begin, here's a rather loose solution to get you started.

From the start: go right, jump over the barrel and shoot it, then go right into the next screen. Standing in the centre of the left-most 'archway', jump towards the lift when it's halfway down the screen. Jump over the barrel at the top, shoot it to reveal the bonus (if any), then go right again. The next couple of jumps need to be very precise; standing at the far left of the screen, jump right when the left-most moving platform is moving up from the bottom of the screen. When this platform reaches the top and moves down again, jump off when halfway down the screen.

Now jump right into the next screen, jump over the barrel and shoot it as before, then quickly exit to the right to avoid the static gun. On the next screen, jump over the barrel again and quickly shoot it, before jumping right into the open air. Shoot any green trolls you encounter (the map shows the positions from which they appear), then quickly run through the next couple of screens until you reach a ladder - climb up it.

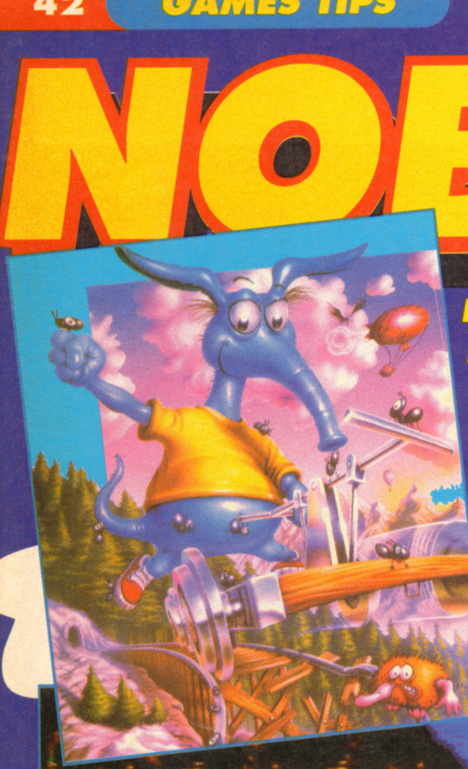
Go left into the previous screen and shoot the barrel, go right and up the ladder, then jump over the barrel and shoot it. If you have invincibility, go right and shoot the barrel (if it's a mine,you can walk safely through it), then go right into the next screen. If not, go left, back down the ladder, then go right along the ground untilyou reach another barrel - use it to jump onto the ledge above. Now jump right into the next screen, where a formidable opponent awaits. There are no tactics, tricks, tips, or shortcuts... just keep pelting him with grenades and hope for the best. If you're lucky, he won't throw too many bullets at you.

Once he's dead, go right into the next screen, then jump across the two platforms (using the same method as before). Jump right into the centre of the next screen, then jump right again into the next. Go right through the next two screens, then up the ladder and left into the previous screen to collect the goodies from the barrel. Now go right back into the ladder screen, then jump right into the next screen and continue straight through. Drop down on the next screen and carry on to the right, then climb up the ladder and jump right to meet yet another huge beast. This guy is a tough nut to crack - defeat him and you'll be given the sacred code for level two. Good luck

GENERAL TIPS

- You have an infinite supply of bullets - keep firing at all times.
- Grenades will destroy most (if not all) enemies on the screen.
- Having said that, save grenades for the bigger opponents.
- Practice jumping to and from lifts, as it can be jolly difficult.
- Jump over barrels and shoot from the right in case they contain a mine.

NOBBY THE



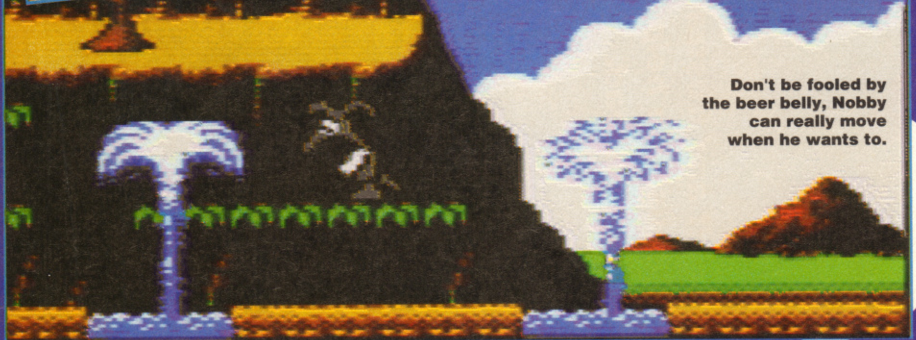
He's an aardvark, and he's blue. Oh, and his name is Nobby. Nobby the blue aardvark. Who eats ants. Andy Roberts cracks open this latest Thalamus blockbuster. Andy isn't blue. (Or sane - Ed).

LEVEL 1 - AMERICA 1951 AD

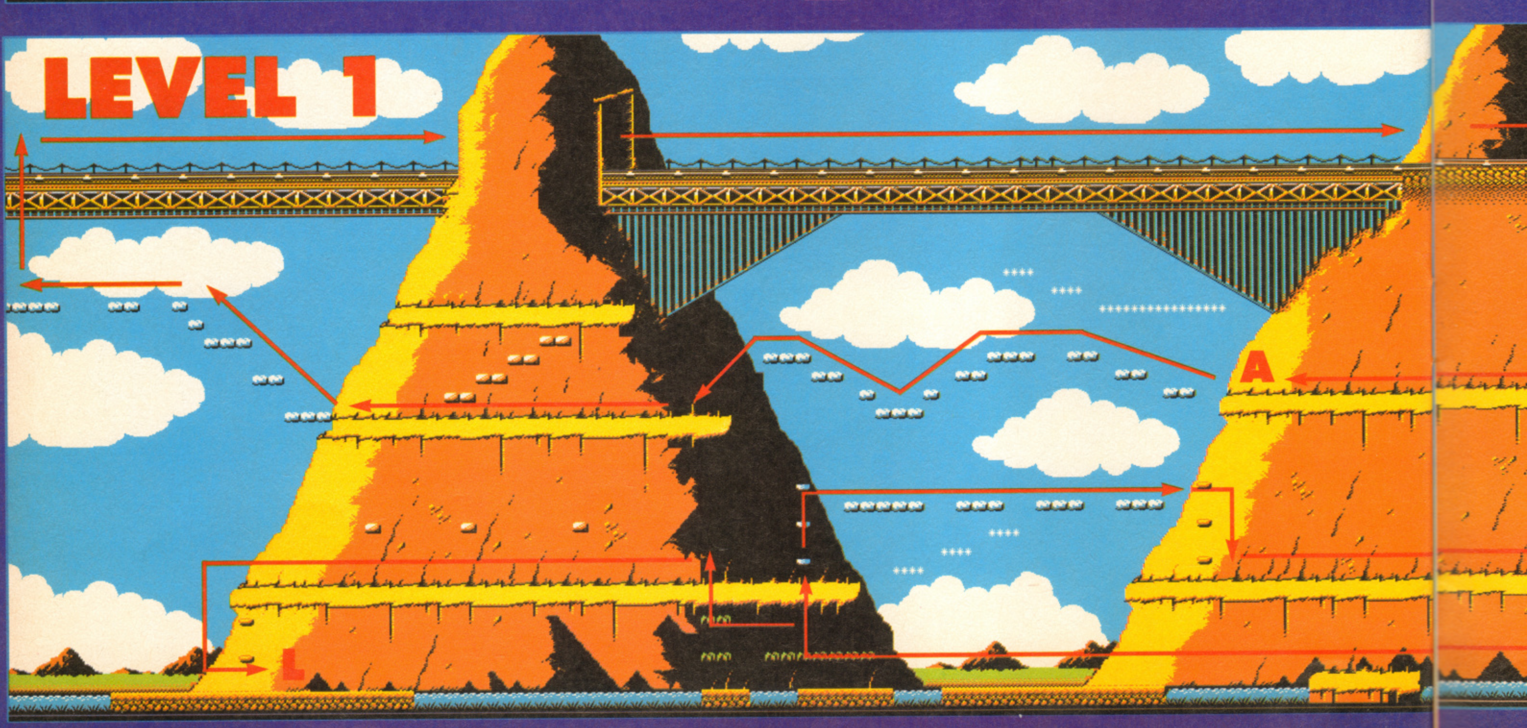
From the start: Jump left over the gap, then get on the moving platform (when the gush of water goes down) and jump off at the other side. Get on the next moving platform and go left, jump off at the other end, then collect some ants from the ant-hill. Get on the next moving platform and head left (again when the gush of water subsides), then continue left and jump over the next gap when safe to do so. Jump up onto the platform above, then up to the rocky ledge when the gush of water goes down.

Collect the ants from the ant-hill, then walk all the way to the left and drop off the ledge (you'll need to duck under the swooping birds). Shoot the cat-type creature to your right, then collect the Acme General Purpose Industrial Lubricant™, without which you won't be able to use the rail-cart later on. Climb back up onto the ledge and go right (you'll need to duck under the swooping birds again), then jump up to the second platform and shoot the Tasmanian devil when he stops spinning.

Head right across the platforms(ducking to avoid the plane and its bombs), then drop down to the ledge below when you reach the mountain. Go right, shooting the cat and dodging the plane, collect the ants from the ant-hill, then jump onto the leafy green platforms.Climb up a little then head right, shooting the cat as you progress. When you reach the next mountain, jump up to the fourth platform then duck to avoid the swooping bird. Now climb up as far as possible and go left across the



Don't be fooled by the beer belly, Nobby can really move when he wants to.



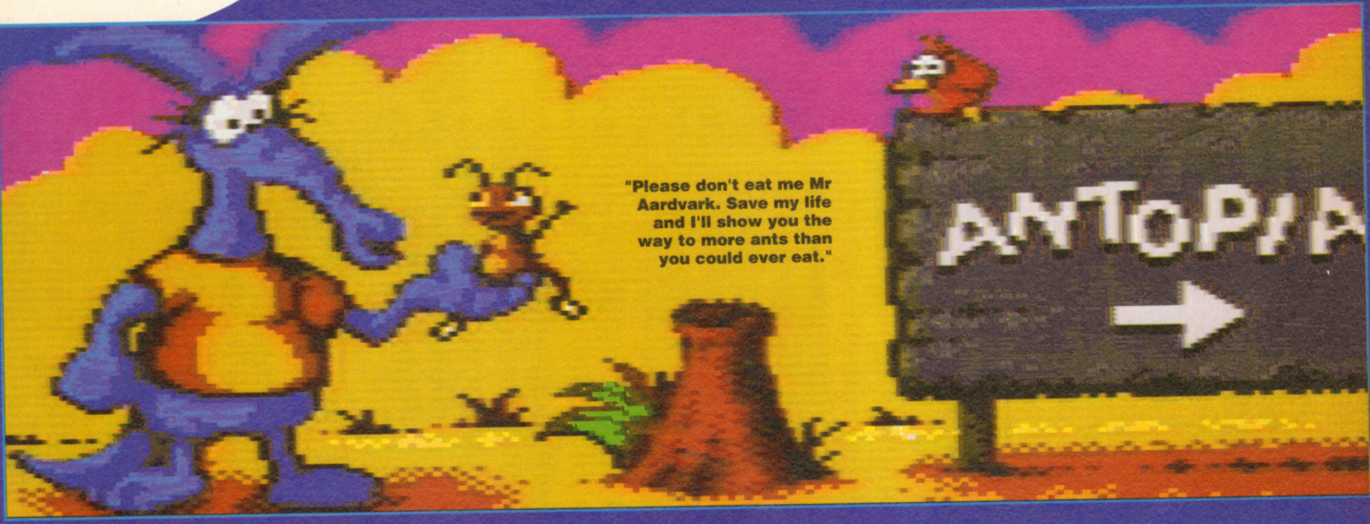
AARDVARK

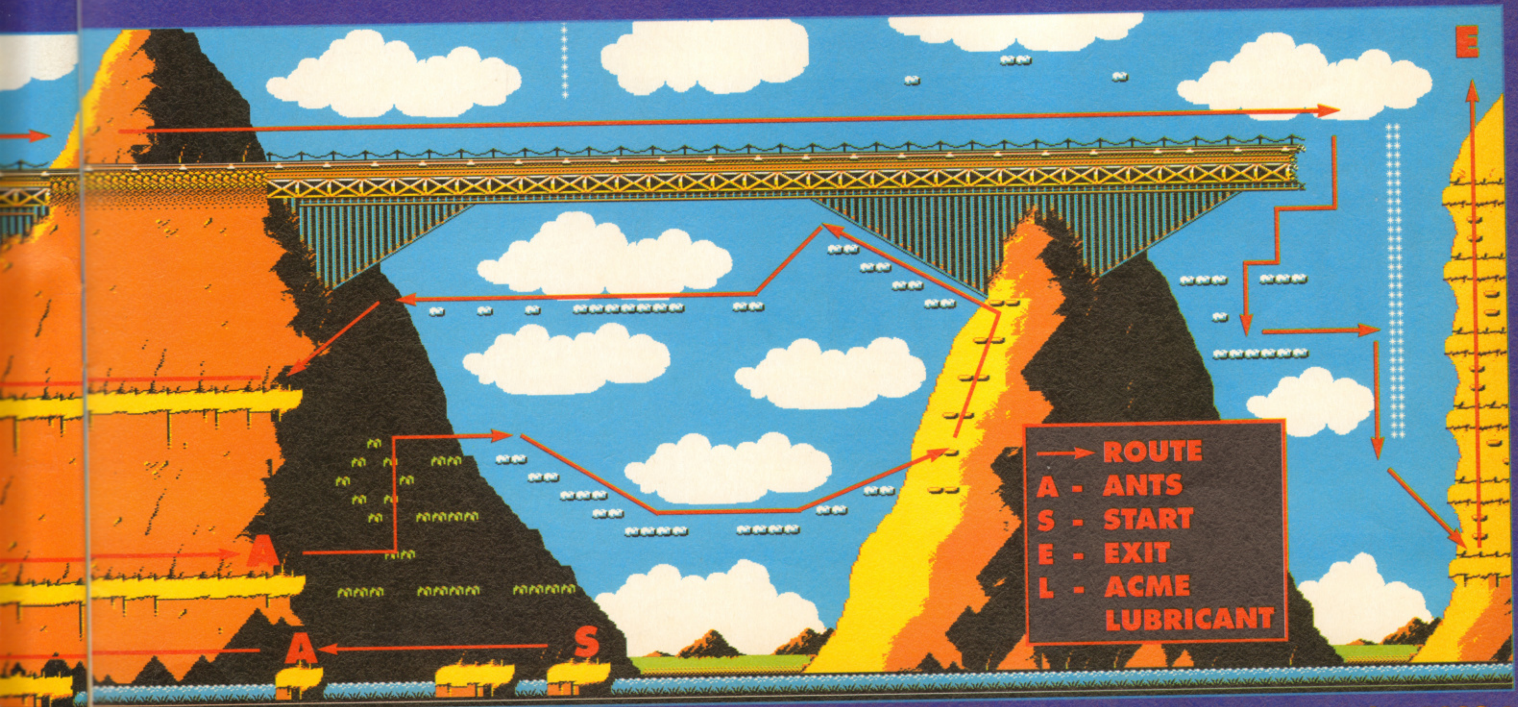
tricky series of platforms. The strange 'mushroom' creatures can only be shot while they are walking - wait and be patient. Avoid the plane as before, then jump left when you reach the very last platform.

Once you're on the rocky ledge, run left and collect the ants at the end. Go left across the platforms, shoot the tasmanian devil, then continue left and shoot the cat. When you reach the end, jump left onto the rocky ledge as before. You *can* climb up and kill the two tasmanian devils, but it's very risky. Walk all the way to the left (ducking under the bird as before), then make your way up and left (there is another bird to avoid here too). At the far left,use the moving platform to jump up to the railroad, then get on the rail-cart and waggle (your joystick) like crazy. Just before the tunnel, jump off to avoid the bird. Now get back on and travel all the way to the right, jumping off to shoot the mushroom creatures or avoid the birds. Oh, and you'll need to waggle really quickly to get rid of the buffers which block your way. When you reach the end, drop off onto the platform below and shoot the cat. Now for the tricky bit: jump right off the bottom platform, staying as close to the spikes as possible (without actually touching them). When you reach the bottom of the spikes, pull right and you should land on the cliff to the right... hopefully. Now jump to the top, into the balloon basket to complete the level. CF

STAY TUNED

We'll be here next month, same time, same place, when Nobby continues his epic journey in a hot-air balloon. You'd be plum crazy to miss it. *(Or plum crazy to read it - Ed).*


"Please don't eat me Mr Aardvark. Save my life and I'll show you the way to more ants than you could ever eat."
ANTOPIA



STREET FIGHTER 2

PART 3

The fine art of the aerial attack, as demonstrated here by Ryu.

Hard chopping, head lopping, kick fighting, ear biting action with Zangief, Dhalsim and M Bison. Hutch continues his in-depth, up-front, bad-breath analysis of this stonking beat-'em-up.

It's the fighting craze that's sweeping the nation. Street Fighter 2 must have done something right because all the newspapers have carried worried reports from 'leading' psychologists, teachers, MPs and parents. While that lot witter on about something they'll never understand, we'll get on with playing the game better.

FROM RUSSIA WITH KEVIN

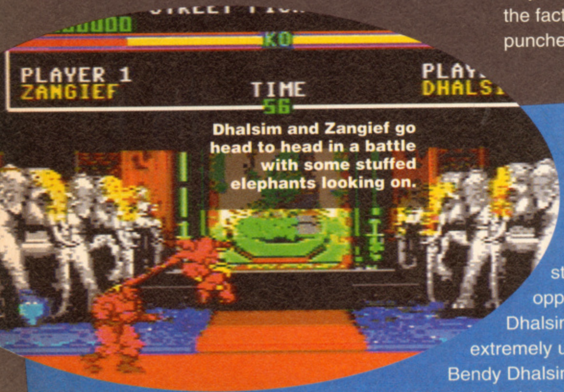
He's big, he's bad and he's got the kind of huge red underpants that Batman would be proud of; Zangief is SF2's heavyweight, slow but powerful. In his thirties, he has plenty of experience to back-up the strength of his set piece moves. In fact Zangief has the strongest move in the game. Zangief's specialist moves are the spinning clothesline and the spinning pile driver (the hardest move in the game). The spinning clothesline just requires repeated use of the fire button, much like Chun Li's quick kick. To do the spinning pile driver you'll have to get in close and pull one of those rotating motions on the joystick. If you've timed it right, Zangief will pick up your enemy and spin round with their heads down near his bottom. It's not very pleasent but it's jolly effective. Other moves to check out include the piledriver (a simple version of the spinner), the spinning punch and the brain buster (in which Zang tosses the opponent over his shoulder).

In terms of move combinations, try pulling a jumping roundhouse kick followed by either a pile driver or a spinning pile driver. Alternatively try a roundhouse sweep into a fierce punch. The best way of beating Zangief is in the air, due mainly to the fact that he's a slow chap. Avoid those fierce punches and use missiles and aerial attacks.

BIG BAD BOSS BISON

Ah, the first of the bosses, dear old Mike Ty... sorry M.Bison is an ex-World boxing champ who's got a chip on his shoulder and is keen to show to everyone that he can destroy the entire *Street Fighter 2* army. Dear old M. has got an exceptionally hard punch which has been known to topple buildings.

To beat Bison your best bet is to leap straight in with a strong kick (Ken or Ryu's hurricane kick for instance). Above all, avoid getting within stiking distance of his powerful punches. Try to use long range weapons and low-sweep kicks.



Dhalsim and Zangief go head to head in a battle with some stuffed elephants looking on.

INNOVATIVE INDIAN

Poor old Dhalsim's got something of a bad reputation. It may have something to do with those skulls he hangs around his neck, or possibly the peculiar way he can stretch his body to reach out and hit his opponents. Whatever it is, if you master Dhalsim and his funny ways you'll have an extremely useful fighter.

Bendy Dhalsim's the oldest fighter in Street Fighter 2 and therefore he's had plenty of time to perfect some singularly odd moves. Dhalsim's speciality lies in the use of fire; he has two moves Yoga flame and Yoga fire. The former's when he does his impression of a flame thrower and the latter's when he flobs a ball of flame across the screen. To do both of these moves you've got to master the anti-clockwise rotation of the joystick. The best of these is the Yoga Fire as it leaves Dhalsim out of harm's way on the other side of the screen. Other famous Dhalsim moves are the Nugi (where he scrunches the enemy's head), the spear (where he twizzles across the screen rotating all the while) and the headbutt where he vicously brings his bald head down on the enemy.

For combinations try the slide, followed by a knee kick and then a Nugi. For the dramatists amongst you try doing a fireball (⬇➡) into a knee kick, rounded off with a headbutt. To beat Dhalsim, pop a fireball at him so that he's off balance and leap in with a combination of kicks of punches.

1P
BLANKA
F7 TO SEE INFO

Choose wisely fight fans, because if you make it to the boss you'll need lots of muscle.

STREET FIGHTER II
00010150
00028140
KO
PLAYER 1
CHUN LI
TIME
35
PLAYER 2
GUILE

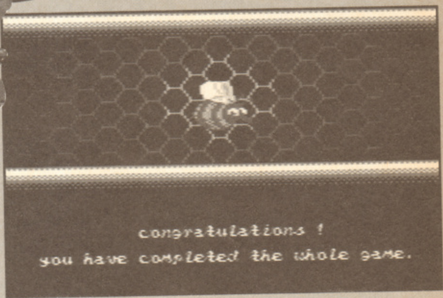
Does the USAF condone the violence which is apparently endemic on their bases?

NEXT MUNF

We'll wrap up this series of gamebusters with a look at the three final bosses: Balrog, Sagat and Vega. Be here or be somewhere warm, sunny, sandy, scenic and completely unlike Britain. If you are there though, take us. Please.

BEE 52

Bees, wasps, and things that go buzz in the night. Yep, this game is packed full of bugs, crawlies, and ugly insects, so who better than Andy Roberts to guide you through the game.



congratulations !
you have completed the whole game.

Shoot your way through the game and you'll get to see this splendiferous end-screen.

STAGE 1

This level is a nice, simple introduction to the game, and you should really use this opportunity to practise shooting, dodging, and running away. To complete the level with ease, simply collect the honey from the first three flowers you encounter, then head quickly back to the hive. There are some bubble monsters hanging around, but if you move quickly enough you`ll never encounter them.

STAGE 2

This is where the wasps appear for the first time, and it's important to learn how to deal with them. When they appear, fly away from them then turn and shoot when you're a safe distance away. You'll also notice that the flowers now contain bugs - avoid their bullets at all costs. Collect honey in batches of two or three, returning to the hive between collections.

STAGE 3

Frogs are abundant on this level; fly over them if they're on the ground, fly under them if they jump. There are more barriers' blocking your way, which can be deadly if a bullet-lobbing bug is nearby. There are also a few caterpillars dotted around, which drop from the top of the screen.

STAGE 4

From this level onwards, a whole jar of honey needs to be collected - a formidable task indeed. Caterpillars make even more appearances, and generally there are lots more bugs around. Staying alive is becoming more and more difficult. As for collecting honey? Impossible... nearly. Collect the honey in one big batch, as it's too risky to go back and forth along the level.

STAGE 5

Yet another new opponent to deal with, and this time it's those lovely pink fishies. They act in much the same way as frogs, but move a little quicker (and appear quite unexpectedly). Collecting honey is very, very difficult now, and the main task is to stay alive long enough. Having said that, it isn't as hectic as the previous level, so grab the honey in much the same way as before.

STAGE 6

Frogs and fish are the major problem here, especially when flying underneath a barrier close to the water. It's better to be patient - wait at the top of the screen and allow them to move before proceeding. Surprisingly, the honey isn't that difficult to collect, unless you get chased by a wasp. If you don't have any bombs handy, you'll need to keep a cool head to survive.

STAGE 7

Another new bug appears on this level... the dragonfly. It poses no threat whatsoever, unless it gets hit by a stray bullet, whereupon it will give chase (in much the same way as the wasps). If you are unlucky enough to hit it and get chased by a wasp, you can kiss your stripey botty goodbye *(Yeurgh! - Ed)*. The barriers are the biggest problem, and it pays to wait rather than rush through the level.

STAGE 8

Being the final level, you won't be surprised to learn that everything and anything gets in your way. The dragonflies are more aggressive than before, and move a lot faster... and they now fire bullets too. Collecting the honey isn't that difficult, but it does take a long time as the flowers are very far apart. Watch out for the swarms of flies in those ever-so-awkward places. Survive this stage and you've made it, now go and make yourself a large cup of coffee to celebrate. CF

BEE ADVENTUROUS

If you're still finding the game a little tough, try this cheat: on the title screen, type GRELLANDFALLA (without spaces). The Codemasters logos will turn brown, and you can now start the game with infinite lives, plus the ability to skip levels using F7. The question is, can you remember who Grell and Falla are? Answers on the back of a used tenner to the usual CF address.

OFFICE IN MY POCKET

Home accounting on your 64 needn't be dull. It's never going to be a non-stop laughter session, matron, but maybe Smokingun Forrester can liven things up a bit, as he looks at the camera and says "Get spreaded."

Learn to use your spreadsheet at home and you'll feel at home in any bank or financial instituation. *(Crumbs, that was a serious caption - Ed).*

Happy with your software? If you are, good for you (I personally haven't ever thought about it). Even so, work mentally through your day – there are bound to be things that you still do on paper when you could be saving yourself a lot of time with your 64.

Let's say, for instance, you're running your own little business – maybe it's something to do with your C64 (god knows, there are some weird people out there). Are you going to mess around with paper and pens for the rest of your life? Hey – dig out that spreadsheet we were looking at last month, and we'll see what we can do…

Somewhere on this page, you can see a little diagram of a spreadsheet (yes you can, it's figure one). On that spreadsheet, you should be able to see some highlighted boxes (they're grey whereas the others are white). What does this mean? Read on…

The little spreadsheet you can see is very much like the kind of thing you'd be drawing out on paper. There is, however, one major difference – most of the values were calculated as opposed to being written in by you in the first place.

Let's take the box relating to the cost of posting 10 units (this example relates to duplicating and distributing software), represented by the letter A. The actual cost of posting one unit is 30p. However, because of the cost of cassettes we're going to assume you cannot buy packaging (Jiffy bags, or something) with bulk discount, so the price per unit doesn't decrease when you calculate higher figures. This means that the box displaying the cost of ten can contain a formula instead of a figure – ten times the cost of the price of one. The same goes for B, but with one hundred times the price instead of ten.

The same can be seen with the row of postage costs (C). Really simple, huh?

All the boxes that are highlighted are what we call 'calculated cells' there's probably a glossary floating around these pages somewhere, so take a look at that for a definition.

In the meantime, let's take a look at boxes D, E, and F. These are column totals. This means that box D is adding up the values for the cassette and leaflet of one unit (it's adding up other boxes in that column).

Just when you thought it was safe to calculate costs – now we're going to do profits! There's another diagram, as well:

Really wonderfully simple, this. The first row, being costs, was taken from the final row of the first spreadsheet. The second row is simple the revenue (the total amount of money taken from the

Figure 1

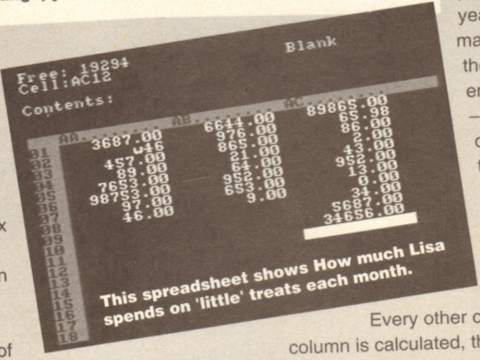
	1	10	100
Cassette	0.34	3.20	30.00
Leaflet	0.05	0.45	04.20
Packaging	0.30	a 3.00	b 30.00
Postage	c 0.47	4.70	47.00
	d 1.16	e 11.35	111.2

What does it actually cost you to create and duplicate your own tapes. Find out for yourself with the help of a spreadsheet.

Figure 2

	1	10	100
Cost	01.16	11.35	111.20
Revenue	05.00	a 50.00	b 500.00
Profit	c 03.84	d 38.65	e 388.80
PPU	03.84	03.86	f 003.99

When your costs change, you can simply change the data in one box.



```
Free: 19294                    Blank
Cell:AC12
Contents:
   AA.......  AB.......  AC.......
01   3687.00    6644.00   89865.00
02       w46     976.00      65.98
03    457.00     865.00      86.00
04     89.00      21.00       2.00
05   7653.00      64.00      43.00
06  98753.00     952.00     952.00
07     97.00     653.00      13.00
08     46.00       9.00       0.00
09                           34.00
10                         5687.00
11                        34656.00
12
13
14
15
16
17
18
```

This spreadsheet shows How much Lisa spends on 'little' treats each month.

customer). As you can see, the majority of this row is highlighted. This is to signify that this box was calculated as opposed to being entered normally. Box A is calculated by multiplying the box on the far left of it's row with the quantity displayed at the top of it's column. This is the same for box B.

Next, then, we have to calculate our profits. This is done by subtracting the cost from the revenue. Every row on this column, therefore, is automatically calculated by the spreadsheet.

FIVE THINGS TO PUT ON YOUR SPREADSHEET

1 Your home accounts.
2 Your business dealings.
3 Sports results.
4 Musical tabulation.
5 Statistics.

Getting the hang of this now? One more time, then – with the final row, being profit per unit. This is a very simple calculation, being total profit divided by quantity. Box F, for example, is the answer to the sum 388.80÷100.

You may be thinking 'well, I've got the hang of that, so where does it get difficult?'. The really strange bit is that it doesn't get any more technical than this – the rest is in the realms of accountancy – I'd better put on a suit…

So, Mr Forrester, we're going to take a look at your home accounts. We're going to take the following factors to work from:

Salary
Rent
Gas bills
Electricity bills
Phone bills
Food
Clothing
Recreation
Savings

So let's put these down the left hand side of your spreadsheet. Across the top, you'll need the months of the year, and a total column, making 13 columns in total. In the final column, you'll enter your total salary – which will be divided into the twelve months. That makes your monthly salary cell a calculated one.

Lose weight now. Ask me how.

Every other cell in your totals column is calculated, though – giving a total for the year of exactly how much money goes to each cost. What was that, Mr Forrester? There are people reading this? Oh – we'd better do a cut down version then, for two reasons:

- The size of the spreadsheet doesn't matter for this explanation – the theories will still be the same
- You won't want everybody knowing how much you earn

So let's take a look at our cut down diagram #3 (over the page mates):

Fun, isn't it? Once again, you can quite clearly see the calculated boxes, as they're highlighted, and it only takes a moment to work out where they're calculated from.

Fancy drawing an upward arrow n your graph? Get spreaded.

This is basically all there is to it – from this diagram you can quite easily calculate anything you'd need to, such as total savings, total rent, etc, along with slightly more complex arrangements. What can we do with these figures, though?

FIVE THINGS NEVER TO LET ANYWHERE NEAR ANYTHING THAT LOOKS EVEN VAGUELY LIKE A SPREADSHEET, EVER (MY, WHAT A LONG TITLE)

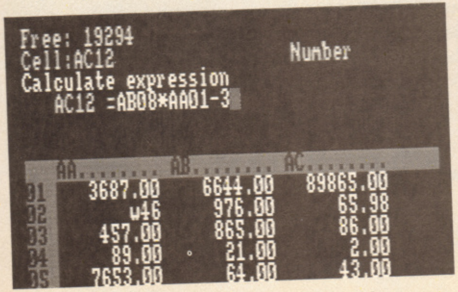
1 Complete details of your illegal arms trading with Middle East political activists – walls have ears.
2 A run down of how much office time you spend working as opposed to chatting, lunching, and generally dossing about, Clur.
3 A cream cheese bagel with a side order of mango chutney.
4 Water.
5 Time tables (despite the fact that a spreadsheet looks perfect for laying one out, the fact you were using a spreadsheet wouldn't help you a bit – there's nothing to mathematically calculate).

The answer is a big one – anything. Firstly, there are pie charts, bar charts, and the like to demonstrate visually where all your money is going to, or failing that, there are some slightly more 'alternative' uses – check out our interview with 'Jim' elsewhere in this piece.

You don't just have to do accounts and other boring stuff like that – there are loads of other uses:

Doing your homework

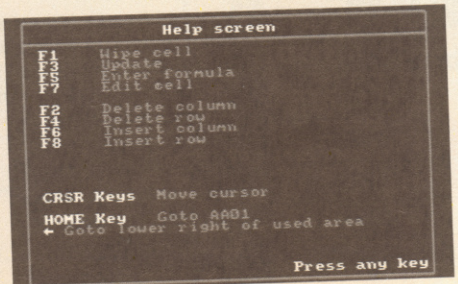
A-Level statistics, eh? What fun. Yeah. So why not do all those irritating quadratic, simultaneous linear, curve, and T-test equations on a spreadsheet? You could use the package to create whole lookup tables of various values and results at the touch of a few buttons. These are not the only uses – you could test correlation, conformity, degrees of freedom, margins of error, you name it, a spreadsheet can do it *(OK then, what about spoken French or Swahili or Greek cooking or The complete Shakespear? – Pedantic Hutch).*



```
Free: 19294              Number
Cell:AC12
Calculate expression
   AC12 =AB08*AA01-3

   AA.......  AB.......  AC.......
01   3687.00    6644.00   89865.00
02       w46     976.00      65.98
03    457.00     865.00      86.00
04     89.00      21.00       2.00
05   7653.00      64.00      43.00
```

Individual cells can contain either a number, some text or a cunningly devised formula.



```
                 Help screen
 F1       Wipe cell
 F3       Update
 F5       Enter formula
 F7       Edit cell

 F2       Delete column
 F4       Delete row
 F6       Insert column
 F8       Insert row

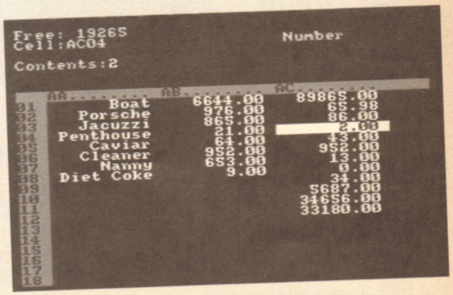


 CRSR Keys   Move cursor

 HOME Key    Goto AA01
 ← Goto lower right of used area

                             Press any key
```

If you're unhappy with any portion of your sheet, you can simply start again.



```
Free: 19265                  Number
Cell:AC04

Contents:2

   AA.......  AB.......  AC.......
01       Boat    6644.00   89865.00
02    Porsche     976.00      65.98
03    Jacuzzi     865.00      86.00
04  Penthouse      21.00       2.00
05     Caviar      64.00      43.00
06    Cleaner     952.00     952.00
07      Nanny     653.00      13.00
08 Diet Coke        9.00       0.00
09                           34.00
10                         5687.00
11                        34656.00
12                        33180.00
13
14
15
16
17
18
```

Here's Hutch's expenses form. Note the incredible Diet Coke usage.

Making a decision

Just think. After months of painful deliberation, you finally, much to the dismay of your wallet, decide to buy a car. But which car? There is a much simpler way to decide than walking round kicking tyres. Why not set up a table of various cars, calculating their fuel consumption over distance, etc? It would make life much easier, and allow you to make a more informed decision.

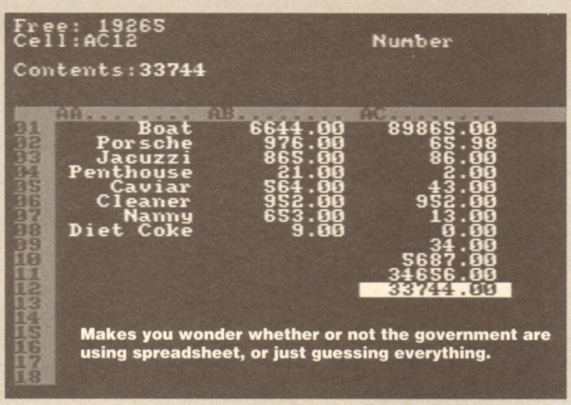
Making lists

It might also be wise to remember that a spreadsheet, at the end of the day, is just a grid of boxes – a souped up table maker. The Ultimate Whatever series, for example, features lists of every Whatever Sim since the dawn of time – the kind of thing you could use a spreadsheet to tabulate as it automatically laid all the figures out neatly, instead of messing around with a word processor and a few hundred tab spaces.

Share prices

You don't need to be a high powered millionaire to tinker with the stock market, just as you don't need to be a professor of mathematics to operate a spreadsheet package.

Norman Lamont actually uses a C64 to keep track of this country – this entire recession can be blamed on a slightly grubby pinch roller, you know.



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Free: 19265
Cell:AC12                      Number

Contents:33744

   AA.........  AB.........  AC.........
01         Boat     6644.00     89865.00
02      Porsche      976.00        65.98
03      Jacuzzi      865.00        86.00
04    Penthouse       21.00         2.00
05       Caviar      564.00        43.00
06      Cleaner      952.00       952.00
07        Nanny      653.00        13.00
08   Diet Coke         9.00         0.00
09                                 34.00
10                               5687.00
11                              34656.00
12                              33744.00
13
14
15
16
17
18
```

Makes you wonder whether or not the government are using spreadsheet, or just guessing everything.

GLOSSARY

Calculated Cells – This is a cell which contains a formula – its value is based on the result of a calculation involving one or more other cells, not a figure directly entered by the user.

Cell – A cell is a single box on a spreadsheet. It's this box in which you enter values, formulas, etc.

Formula – This is a calculation. For instance, 18-5 is a formula, but in the case of a spreadsheet, you're referring to the values in individual cells as opposed to normal numbers.

Value – A value is a number. That's all.

Sports tables

To play baseball in this day and age, you good hand to eye co-ordination, a fast sprint, and strong forearms. To follow baseball nowadays, you need a degree. The statistics don't just state who's where though. They also display individual player performance, games behind, toenail length, and the like. So why not keep track of the league on a spreadsheet.

Ventures

For a small business, accounting can be a hassle, and an expensive hassle at that. So why hire an accountant to do the job that a spreadsheet can do for less money, and in a fraction of the time? Just think how much easier running a business would be if you brought a spreadsheet into the equation.

Projecting cash flow

When new businesses start up, they need to find out exactly how much money's going to be flowing through the company's accounts. To this end they use a spreadsheet to project how much they're going to spend, how much money will be coming in and what their costs will be.

Let's say that the firm were worried about business tailing off in the winter. They could enter a reduced sales turnover and see how much the profit margin dropped by. This kind of analysis can be as broad or as fine as is required. So for instance, you could break sales down into different brands and types. All of which enables you to find out exactly what's selling and when. Smart or what.

Nowadays all the banks expect firms to come up with a projection of their sales flow, before they lend them a penny. Therefore, it's a jolly useful skill to be able to set up this kind of sheet. Just ask the bank that likes to say, where's my spreadsheet?

Fancy working out some peculiar uses for Ethanol, try using a spreadsheet.

C_2H_5OH - Ethanol

Figure 3

	Jan	Feb	Total
Salary	£2000	£2000	£4000
Bills	£0250	£0250	£0500
Leisure	£1000	1025	£2025

Add a few noughts and this is getting close to Colin's balance sheet.

Planning a loan

These days the banks are more than happy to lend you as much wedge as you could cheerfully spend in a year. But (he said being a bit serious), it's easy to get in over your head and end up missing repayments. Spreadsheets are perfect for calculating exactly how much you can afford to repay each month.

This spreadsheet can take into account other costly factors such as interest, bank charges, inflation and any other extra costs you care to build in. All of which gives you the complete picture rather than the usual sketchy one which most banks are happy to leave you with.

Impressing elderly relatives

Ever had the problem of the inquisitive grandparent? You know the sort, they pop round for someone's birthday or for Christmas or something and inevitably want to see something impressive on your computer.

Well fear not, all you need to do is crank up your spreadsheet, whack a few imaginery numbers in and Bob's your Uncle Terry's best mate from year's back. You can even expand the whole imaginery spreadsheet to explain to your gramps and parents how you manage to write your homework so quickly.

Then once everyone's cleared off to have a glass of sherry and some interesting scones, you can whack you fave top tune on the stereo and settle down to some intellectual gaming. CF

AN EXAMPLE

In order to demonstrate a little more clearly the advantages of using a spreadsheet, we talk to a man who makes a living through the very effective use of Mini Office 2. In the interests of safety, we'll refer to him as 'Jim', but for all those that are interested, his name is Colin Carey, and he can be found at 34 Applewick Lane, Birmingham, BM5 6AD:

CF: So, Col, er, Jim, how did you make use of this excellent spread sheet package?

Jim: It was quite easy, really – all I had to do was put a complete run down of all my home accounts onto my C64, and wait for a tax audit.

CF: Isn't that like instant suicide?

Jim: At first, I didn't think so. All I did, really, was work out how much income, value added, savings, road, home fuel, council, and national insurance tax I should have actually paid (as opposed to how much I was being charged), and presented this information to the tax man in a nice neat way.

CF: I can't imagine that made him incredibly happy.

Jim: It didn't – he fined me several thousand pounds for being a smart alec, and gave me six months suspended sentence.

CF: So there you have it, kids – feel free to be organized, but never try and stop the government ripping you off.

Jim: That's not all – this bloke in a suit from MI5 told me that if I ever told anyone about this, he'd... Oh hell.

CF: Jim? Come back! Jim...

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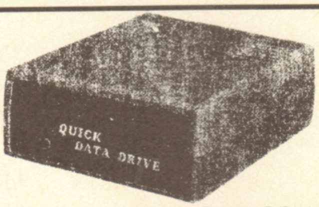

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UNCLE DAVE'S BUY-A-RAMA

I don't know about you, but I still haven't found what I'm looking for. So we've got two pages of classifieds for you this month to peruse at your leisure.

FOR SALE

C64 Software Hire Club
3 Briarbank Avenue
Nottingham NG3 6JU
Send SAE for details

- Amstrad CPC 464 for sale. Includes joysticks, games, monitor and magazines. £50 ONO. Phone Gavin on 021 744 1788 after 4.30pm for details.

- Retaliation, the game of the band. An original true to life game of the banned band. £1.00 cass, £1.50 disk +50p P&P. Limited edition. Write to Andy, 5 Manor Road, Bolehall, Tamworth. B77 3PE.

- C64C, 1641 Mk2 disk drive, Action Replay cart, tape deck, 200+ games, mouse, joysticks, Advance Art Studio, games, tape, disk, cartridge + much much more! Only £145. Call Andrew on 0724 282333 ext. 212.

- C64 for sale with joystick and Mind Bandits computer game pack as well as Night Moves, phone Lanyon on 0637 880710 Cornwall. Price £50.

- C64 under 12 months old, still boxed, 1541 disk drive, cassette unit, joystick, lots of games, Power cartridge, T2, SCI on cart. £185 ONO. Tel. Richard on 091 526 6304

- Speech synthesizer, sound sampler, mouse and cheese, Graphic Adventure Creator, GEOS v2 + GEOpublish, Maverick v5. Any reasonable offer accepted. All disk/cart. Tel. Mike on (Eire) 023 4811

- TV free house requires colour monitor and disk drive for C64. Must be cheapish. Will collect from W.Yorks or Manchester area. Tel. 0484 842619.
- C64 computer for sale, includes manual, datasette, joystick, magazines and over 200 games. £100 ONO. Phone Gavin on 021 744 1788 after 4.30pm.
- For sale 3D Construction Kit, £15 ONO, or will swap for Exile. Tel. Ray on 0204701473 after 5pm

- C64 Light Fantastic pack for sale, including light gun plus further 50 games. £80 ONO for a computer in very good condition.

- For sale Flying Shark, Trivial Pursuit, Barbarian and the Untouchables. Will sell all for £10 or £2.50 each. Call 061 775 1269 and ask for Anthony.

BARBARIAN
01800 01 02700

So who said that violent computer games were somethingnew? Hmmm...

- C64, 3 sticks, 1 Pad, Action Replay VI, 2 corders, 296 games. Barg at £190 ONO. Tel. Dom on 0902 634871.

- For sale, 6 Commodore games: Championship Wrestling, Creatures, Test Drive 2, Arnie, Manchester United and Boxing Manager. All for just £10. Call Ben on 0288 361468.

- C64 + 225 games, light gun, 1 joystick, issues 25-36 of CF. Whole lot boxed. Priced at £1079, giving it away for £200. Contact Steven on (Clacks) 723213.

- Commodore C64 T2 with datasette, joystick, games, manual and magazines. All under 12 months old, £60 + postage. Tel. 0484 659841

- C64, two datasettes, Action Replay cart, five joysticks, over 200 games, mags. Call 0902 756612 after 6pm. Only £150.

- Currah Speech 64 cartridge with manual, also 2 games programming books, £10. Or will swap for anything suitable. Contact Chris, 57 Westmorland Rise, Peterlee, Co. Durham. SR8 2EP.

- For sale C64 with tape deck, 2 brand-new joysticks, plus 35 games, including the Designer's Pencil and Sound Studio. £80 ONO.

WANTED

- Wanted desperately, an Action Replay cart for my C64. Will pay reasonable price. Phone 0229 472304 and ask ror Mr E White.

- Wanted: any GEOS software for use with a 1541 mk II disk drive. Telephone Susan on 0209 218923.

- Clue books on: Demon's Winter, Phantasie III. Also any fantasy RPG's on disk with clue book if possible. Phone Sandra on 081 670 4373 (evenings).

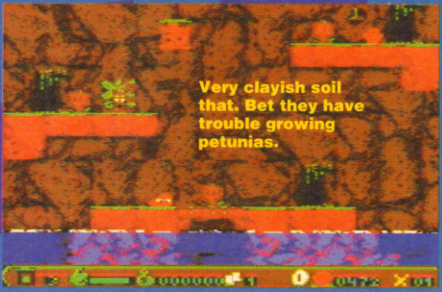
- Simons Basic Cart, will pay postage. Tel. 0273 684845

- Wanted: C64 Disk Drive with disks of games which must be in working order, has to be inexpensive. Tel. 049 36529 after 1pm weekdays. Ask for Michael

- CF1-7, 10, 16. Also wanted: Action Replay cart for the 64. Tel. 0745 582740

- Wanted Commodore Format cover tapes from issues 23, 24, 32, 33 and 34. Also CF magazine issue 25. Will pay any reasonable price phone 0232 424749.

- Swap any Flimbo's Quest, Time Machine, Night Shift, Star Control, Turtles, Silent Service for any Nick Faldo's, Creatures 2, The Power, Ugh!, Foot. Man. 3, Crystal Dizzy, Cool Croc Twins, Psyco's Soccer Collection. Must be good condition, cass only. Tel. James on 0455 612471.



Very clayish soil that. Bet they have trouble growing petunias.

- Has anyone got any copies of the Commodore 64 Programmers Reference Guide, Elite or Mercenary? Tel. 021 453 2190, ask for Sam, mention C64.

- C64 tape for biorhythms. Call 0992 764329.

- Slicks, Super Monaco GP on 64 cassette. Will swap Wheels of Fire compilation. Phone Graham on 091 388 9811.

- Commodore Format issues 1, 2, 3, 4, 7, 9, 10, 11 and thirteen with tapes. Will pay £20. Call Jamie on 0933 651037.

- Great Ghiana Sisters, contact Rowan Veale Tel.: 0821 650409. Also I will swap a ZX Spectrum+ for almost any other computer or console including the barcode battler. Or I will sell for £50.

- 1541 Mk II disk drive. Reasonable prices please. Contact Nikki at 5 Lobley Close, Smallbridge, Rochdale, OL12 9SQ.

- Death Knights of Krynn and Gateway to the Savage Frontier and Gateway to the Savage Frontier clue book, Write to Paul, 61 Moor Grange Court, Moor Grange, Leeds. LS16 5EB.

- Wanted Sword of Far, Times Of Lore, Keys to Maramon, Ultima VI. All C64 disk. Tel. Phil on 0622 721361. Will pay well.

- Wanted Mindshadow Adventure from Activision on cassette, will pay £10 for a good original. Ring Mark on 0942 811530

- C64 version of Risk or Space Rouge, prefer disk will accept tape though. Phone Sunday 11am to 1pm only (good price given).

- Wanted Super Off Road and Stunt Car Racer. Will swap for either Heroquest, Space Gun, Golden Axe or Pit Fighter. 021 353 5626.

- Wanted, copy of TV Sports Football for C64 and any machine language books for the C64. Can you help? Call Loz on 0904 621468.

- Wanted: old games, CF 1-16, defect or working old computers, free or cheap, I pay the P&P. Sound Sampler for 64.

- Wanted: The Pawn on C64 disk and Retrograde on disk. Phone 0843 586157 after 5pm, seven days a week.

- 1541-II disk drive must be cheap as on the UB40. Ring Jim on 0533 785606.

- Wanted Alternate Reality games on disk by Datasoft. The Dungeon and The City, £5 each. Phone Chris on 0386 853495.

- Manual for the Commodore MPS 801 matrix printer. Also wanted map for Robocop 2 and Shadow of the Beast, both are the cartridge version. Write to John, 23 White Church Way, Ballyboden, Dublin 16, Eire.

- Wanted: working copy of Battlechess and instructions on disk. Call Chris on 0253 798943.

- Wanted: Star Trek computer game. Will pay budget price (£3.99). Call Jennifer on 0792 898191.

- 1541 II disk drive, Action Replay mk VI. Phone 081 368 5892.

- Commodore C128 or C64 with disk drive, swap for Elan racer, 23" frame alloy tubing worth £350. Ring Andy 0992 892821.

- Wanted Phantasie 1 and 2 on disk for C64. Will pay reasonable price and postage. Contact James, 12b Wild Street, Shaw, Nr Oldham, Lancs. OL2 8QJ.

- Would like a code companion - need to specialise in coding music in machine code. Preferably under 18. Write a letter to me marked Code Companion. Must own a disk drive. Address: 3 Walton Hill, Castle Donington, Derby. DE74 2XG.

USER GROUPS

- Hey! Do you want to form a programming group? Make games? Maybe market them? Can you program graphics, music or anything else? Write now to Jennifer, 10 West Loan, Prestonpans, East Lothian, Scotland.

- Sub Effect - the no profit fanzine for 8-bit machines. 75p or £1.50 with cover tape. Contact Simon, 6 School Lane, Butterwick, Boston, Lincs. PE22 0HU.

- Colt 64, the ultimate disk mag and BBS, for an info sheet send an SAE to Richard Jordan, 4 Tarn Road, Fornby, Merseyside, L7 2JZ.

PEN PALS

Do you own a 64? Then you're the person I want to write to. Doesn't matter what kind of music you like, or your age, or if you're a guy or a girl and I don't mind where you live. So if you want a pen pal just write to me: Susan, 35 Trevingey Road, Redruth, Cornwall. TR15 3DQ.

- Pen pal wanted for C64 owner. Swap games or programs. Write to 67 Hazelwood Road, Melksham, Wilts. SN12 6UU.

- Calling all owners of the best computer in the world (C64 if you didn't know). Swapping, listings, tips, maps etc? Why not write to Keith Bamstead, 10 Devendish Road, Wincester, Hampshire. SQ22 6EZ.

- Contacts wanted, C64 users as pen pals, write to me G Pace, 63 Meadow Avenue, West Midlands. B17 3EF.

- Pen pal wanted, love music, C64 maniac any age (pref between age 8 and 12) Write to Bruce, 60 Liddel Road, Cumbernauld, Scotland.

- Pen pals wanted for person with C64, swapping games, cheats, maps etc. Write to Michael Brady, Kilnaleck, Co. Cavan, Ireland.

- Pen pal wanted who is interested in exchanging tips, pokes, etc. If interested please write to Ruth, 8 Harbour Cottages, Crofton Road, Dun-Laoghaire, Co. Dublin, Ireland.

- Looking for pen pal to swap demos and to share programming knowledge. Contact De Groote Timothy, Paterstraat 20, 9930 Zomergem, Belgium.
- Pen pal wanted for 15 year old boy. Prefer girl who likes computers and wants tips on games. Write to Daryl, 82 Palmerston Road, Boscombe, Dorset. BH1 4HU.

- 14 year old girl wants male pen pal interested in computers. Also for swapping tips and games. Write to Jean, 19 High Road, Thornhill, Egremont, Cumbria.

- 8. Philip, 56 West Road, Bridgend. Share tips, maps, listings.

- Wanted: pen pal with C64. Any age, boy or girl. Swapping cheats, maps, listings etc. Please write to Eoin, Kilnafrenan Mol, Dungarvan, Co. Waterford, Ireland.

- 13 year old boy requiring female pen pal, photo if possible, write to Paul, 2 Balmer Crescent, Welshampton, Ellesmere, Shropshire, SY12 0PN.

- 9 year old boy wants pen pal. I like most music, possibly send photo. Write to Chris, 28 Brackley Sulgrave, Washington., Tyne & Wear.

OTHER

- Wanted: Info on the whereabouts of anyone who went to Earls Mead Primary School, Tottenham, in 1983-1985. If you did, or know someone that did, give me, Kenny, a bell on 0307 850257. It would be nice if you see this ad. (C64 optional).

- Exchange: Little Computer People, Transformers, Emlyn Hughes International Soccer, Highlander, Glider Rider, Movie Monsters. Wanted: card or board games, Paper Boy or Bubble Bobble type. Call Pauline on 0904 628389. No grime- busters please.

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Virgin

SAVE £2

Just for a change, here's a different kind of platform game altogether (*a different kind of platform game – the whole* CF *crew*). *Mario*-esque fun with relish, mild curry sauce and no gherkins. Have a nice game. Ermm, buddy.

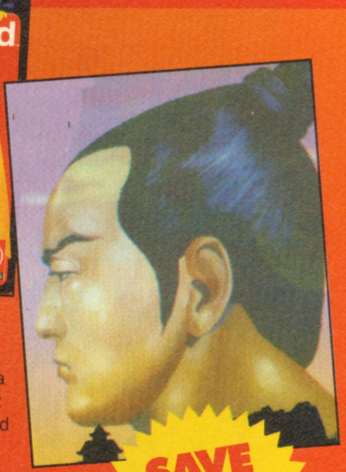
Donaldland

Description	RRP	*CF* Price	Order No
McDonaldland (Cass)	£11.99	£9.99	CFMCC
McDonaldland (Disk)	£15.99	£13.99	CFMCD

FIRST SAMURAI

UBI Soft

A classic arcade adventure hack-with-a-big-sword-'em-all-up with a distinctly oriental flavour, *First Samurai* received one of the highest scores CF has ever awarded a game – 96 per cent, and it deserved it. This game's got the lot – great graphics, great sound, great gameplay and great whatever else there is left to be great. Be warned – this game is dangerously addictive!



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Description	RRP	CF Price	Order No
First Samurai (cass)	£11.99	£9.99	CFSAMC
First Samurai (disk)	£16.99	£13.99	CFSAMD

COMMODORE FORMA

CF22: Cover tape – full games: *Hover Bovver, Agent Orange.*
Demo: *Robocod.*
Gamebusters: *Murray Mouse, Rainbow Island*
Reviews: *James Pond: Robocod, Biff, Dylan Do Jimmy's Soccer Manager, DJ Puff's Volcanic Adventure, Light, Bug Bomber.*

CF23: Cover tape – Full games: *Defenders Of Th Earth, Johnny Reb 2.*
Demos: *Biff, Bug Bomber, Nobby The Aardvark.*
Gamebusters: *Maze Mania, Rainbow Islands, Seymour Saves The Planet.*
Reviews: *Cool Croc Twins, Turbo The Tortoise, Xenomorph, Millennium Warriors.*

CF24: Cover tape – Full game: *Famous Five.*
Demos: *Fuzzball, Match Of The Day, Ugh!, Cool Croc Twins.*
Gamebusters: *Space Crusade.*
Reviews: *Mega Sports, Ugh!, Elvira 2, Hägar The Horrible, Nobby The Aardvark.*
Specials: Getting the most out of your datassette.

CF25: Extra Cover tape – *Saracen Paint.*
Tape – Full game: *John Lowe's Ultimate Darts.*
Reviews: *Hook, Match Of The Day, Bangers And Mash, Count Duckula 2, Frankenstein, Slicks.*

CF26: Cover tape – Full games: *Twin Tiger, Cosmic Causeway, Bomber.*
Reviews: *Stuntman Seymour, Super All-Stars, Boxing Manager 2, Popeye 3*
Specials: The First installmen of the epic Let's Make A

SUPER STORE

ORMAT BACK ISSUES ORDERING SERVICE

Monster series - following the progress of *Mayhem in Monsterland* from the Apex lads.

CF27: Cover tape – Full games: *Deflektor, Alternative World Games, The Muncher.*
Demo: *Sceptre Of Baghdad.*
Gamebusters: 13-page *Creatures 2* special.
Reviews: *Crystal Kingdom Dizzy, Bully's Sporting Darts, Crazy Cars, Locomotion.*

CF28: Cover tape – Full games: *First Strike, Fifth Gear, Locomotion, Reckless Rufus,*
Nick *Faldo's Championship Golf.*
Gamebusters: *Spellbound Dizzy, Famous Five.*
Reviews: *International Tennis, Graeme Souness International Soccer, Cool World, Nick Faldo's Champ Golf, Paint And Create.*

The best-selling 64 mag in the Cosmos
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29
Commodore FORMAT
LOOKY HERE
RIPPING STUFF
POWERTESTED
C64
Futura

CF29: Cover tape – Full games: *Herobotix, Battle- ships, Highway Encounter.*
Demo: *Carnage.*
Gamebusters: *Spellbound Dizzy, Batman.*
Reviews: *WWF European Rampage, Sceptre Of Baghdad, Magic Rufus, Dalek Attack, Street Fighter 2, Superstar Seymour, Lethal Weapon.*

CF30: Cover tape – Full games: *Slayer, Rebounder, Daedalus, Blackjack 21.*
Gamebusters: *Creatures, Reckless Rufus, Winter Camp.*
Reviews: *Jimmy's Super League, Carnage, Gladiators, Football Manager 3, Spelling Fair, Big Box.*

CF31: Cover tape – Full games: *Cauldron 2, Snare, Subterranea.*
Demo: *Arnie 2.*
Gamebusters: *Stuntman Seymour, Dalek Attack, Crystal Kingdom Dizzy.*
Reviews: *McDonaldland, Table Tennis, Snare.*
Specials: *SEUCK.*

CF32: Cover tape – Full games: *Thrust, Steel, Corya.*
Full Utility: *FROST* (sprite design utility).
Gamebusters: *Stuntman Seymour, Lethal Weapon, Dalek Attack, Wild West Seymour.*
Reviews: *ARNIE 2, Fist Fighter, International Truck Racing, Trolls, Stone Age, World Championship Squash.*

CF33: Cover tape – Full games: *Snackman, ATA, Water Polo, Corya Part 2.*
Gamebusters: *Lethal Weapon, Thrust.*
Reviews: *Sleepwalker, Robin Hood, WWF, RoboCod, Darkman, 4 Most World Sports.*

CF34: Cover tape – Full games: *Arac, Coyra Part 3, Shellshock.*
Gamebusters: *Lethal Weapon, The Simpson.*
Reviews: *Argon Factor, Addams Family, Liverpool.*
24-page special: The best 64 games that you can still buy.

CF35: Cover tape – Full games: *Space Academy, Hallax.*
Gamebusters: *Last Ninja, Future Wars.*
Reviews: *Suburban Commando, Pirates, Mercs.*

CF36: Cover tape: *Star Ray, Squibbly Skwob.*
Gamebusters: *Simpsons, Street Fighter 2.*
Reviews: *Gunship, Bee 52, Project Stealth.*

CF37: Cover tape: *Nebulus, I Alien.*
Gamebusters: *Simpsons, Street Fighter 2.*
Review: Exclusive *Alien3.*
Specials: The Ultimate Flight Simulator, Back in the DHSS, the penultimate Let's Make a Monster.
Weight: about five ounces without covertape.
Star Sign: Leo.
Eyes: Hazel.
Measurements: 297,210,0.5

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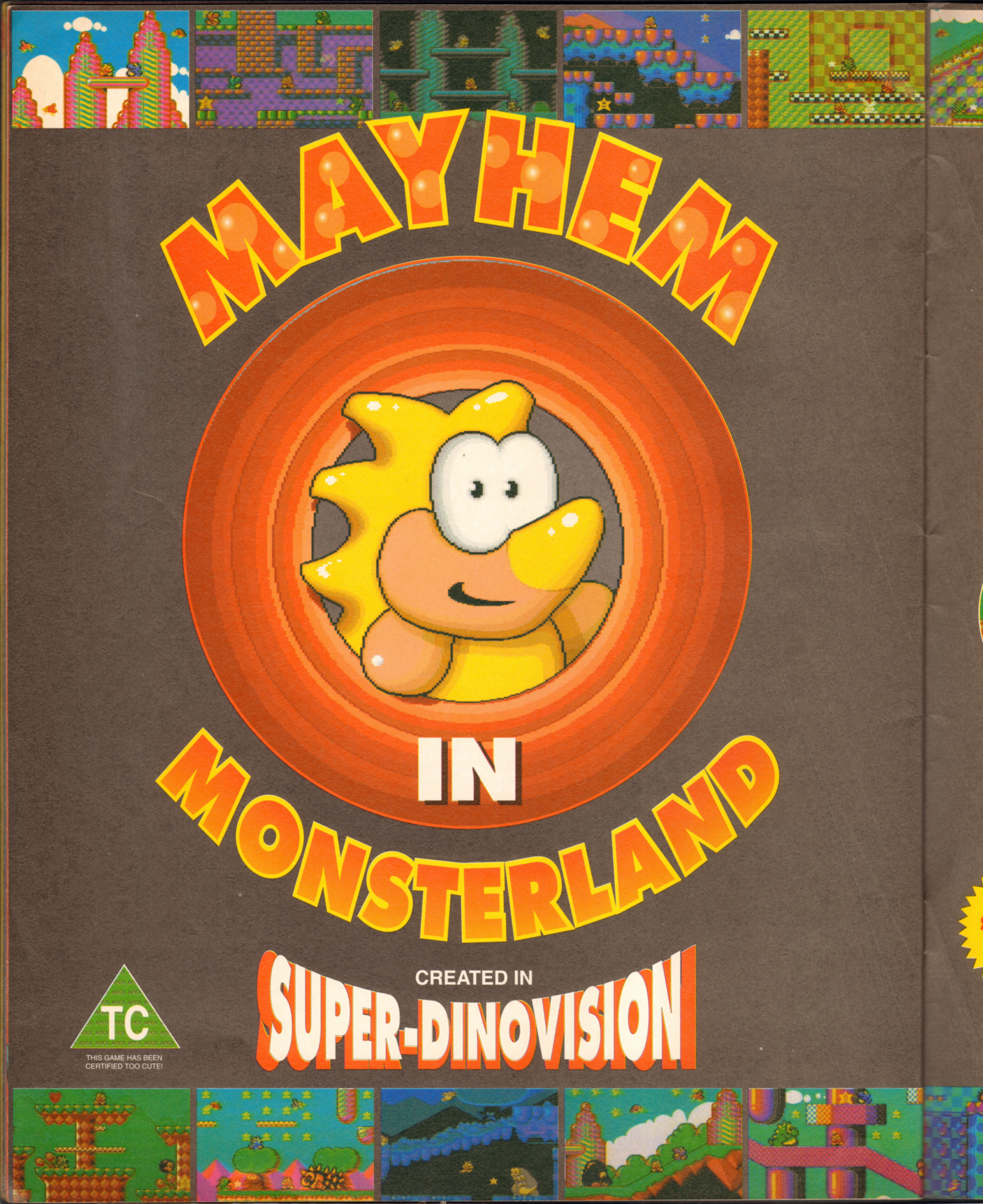
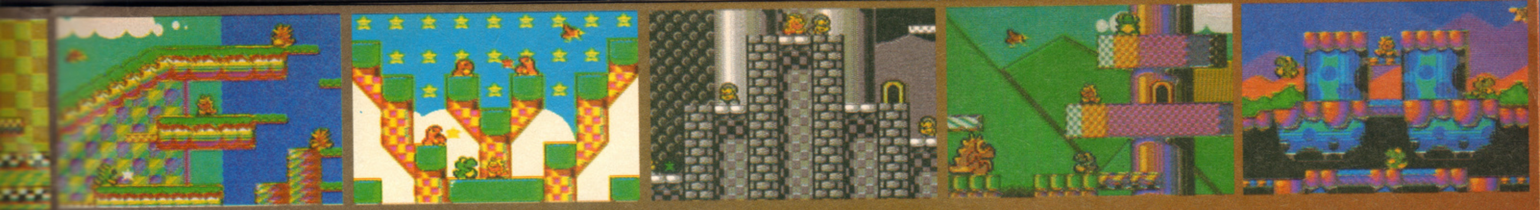
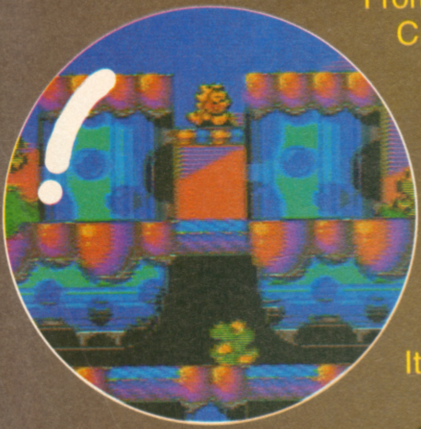

MAYHEM
IN
MONSTERLAND
CREATED IN
SUPER-DINOVISION
TC
APEX
THIS GAME HAS BEEN CERTIFIED TOO CUTE!



From the makers of Creatures and Creatures 2 comes probably the greatest platform game ever created for the C64; Mayhem in Monsterland is an intriguing blend of fast, frenetic platform action, with five wickedly cute levels to explore. Featuring the cutest dinosaur ever to emerge from the Jurassic period, you'll soon forget all about Italian plumbers and spikey blue hedgehogs.



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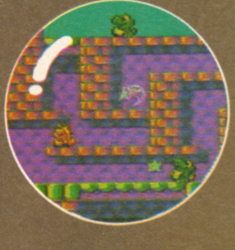

C64 SCREEN SHOTS

PLEASE SEND ME MAYHEM IN MONSTERLAND (TICK RELEVANT BOX)

☐ CASSETTE £8.99 ☐ DISK £9.99 **PRICES INCLUDE P&P**

Send to: Apex Computer Productions Ltd., PO BOX 100, South Ockendon, Essex, RM15 5HD. Please enclose a cheque/postal order made payable to **APEX COMPUTER PRODUCTIONS LTD.** Allow up to 28 days for delivery.

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MAYHEM COMPO

RULES

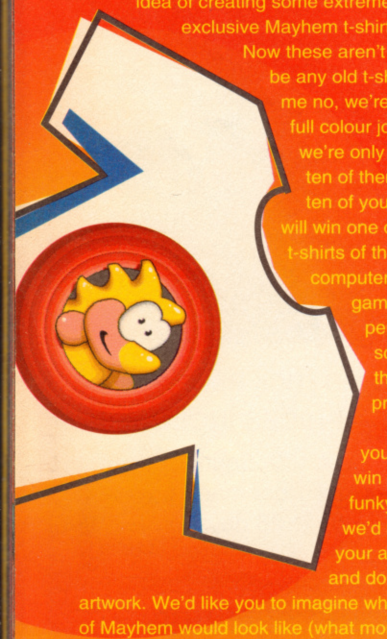
- If you're part of the Apex entourage then you can't enter, nor can anyone from Future Publishing, so there.
- The closing date for this compo is the 31st of November, we can't accept any entries after that date.
- No multiple entries please.
- No hawkers, circulars or Jehova Witnesses.
- The judges decision is final.

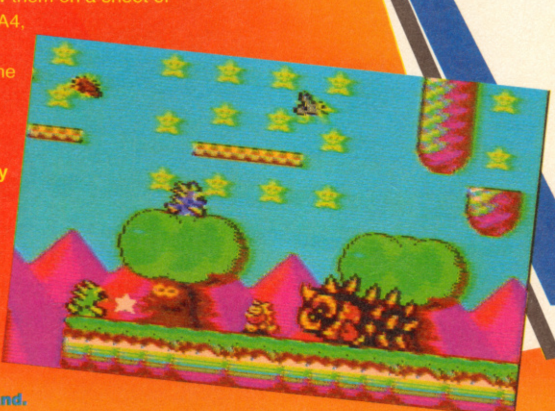
Obviously the Apex chaplettes are quite pleased to have finished that game. In fact they're so pleased that they've lined up this brilliant compo exclusively for readers of *Commodore Format*. The chaps wanted to go for the more traditional sort of prize (television and what have you) but we had the cunning idea of creating some extremely exclusive Mayhem t-shirts.

Now these aren't just going to be any old t-shirt, oh dear me no, we're talking quality full colour jobbies. And we're only going to make ten of them. Uhuh, just ten of you lucky C64ers will win one of these natty t-shirts of the only computer or console game to achieve a perfect 100% score. Now, that's a special prize.

So what do you have to do to win one of these funky t-shirts? Well, we'd like you to put your artistic heads on and do us a spot of artwork. We'd like you to imagine what a sixth level of Mayhem would look like (what monsters, effects and what have you) and we'd then like you to draw it with Mayhem charging around in it.

Once you've got your ideas together, lovingly draw them on a sheet of paper no bigger than A4, write your name, address and age on the back and send the whole lot off to **Keep Mario, forget Sonic, I'll Take Mayhem Any Day Of The Week Matey Compo**, *Commodore Format*, 30 Monmouth Street, Bath, Avon, BA1 2BW, England.





Just for a change, here's a picture of Mayhem in Monsterland.

ELSPA PENGUIN CHARTS · COMPILED BY GALLUP
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CHARTS

TOP TEN

1	THE SIMPSONS	HIT SQUAD	£3.99	CF32	92%	▲
2	RAINBOW ISLANDS	HIT SQUAD	£3.99	CF19	93%	NEW
3	WWF WRESTLEMANIA	HIT SQUAD	£3.99	CF33	88%	▼
4	MAN UTD EUROPE	BUZZ	£3.99	CF38	59%	NEW
5	MULTIMIX 1 GOLF	KIXX	£3.99	CF10	90%	NEW
6	JAMES POND 2: ROBOCOD	KIXX	£3.99	CF33	93%	SAME
7	CREATURES	KIXX	£3.99	CF26	94%	▲
8	TEST DRIVE 2	HIT SQUAD	£3.99	CF27	83%	NEW
9	STREET FIGHTER 2	US GOLD	£12.99	CF29	80%	▼
10	RODLAND	KIXX	£3.99	CF26	94%	▼

1

2

1UP
4280
HIGH SCORE
100000

CHART FACTS

Bart and Co have risen to the top of the chart, just ahead of the brilliant Rainbow Islands. Given a choice between the two, the CF crew would picke *Islands*.

5 Soccer games. You lot are as footy mad as our Ollie by the looks of it.

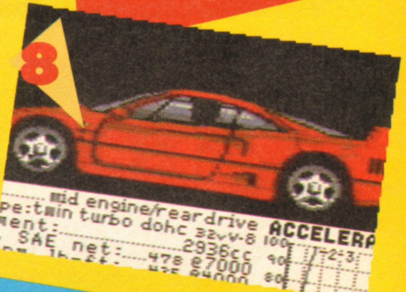
3 Full price games.

37 Budget releases - you stingey lot.

1 Game named Pictionary - heaven knows why though, we warned you not to buy it.

4

8

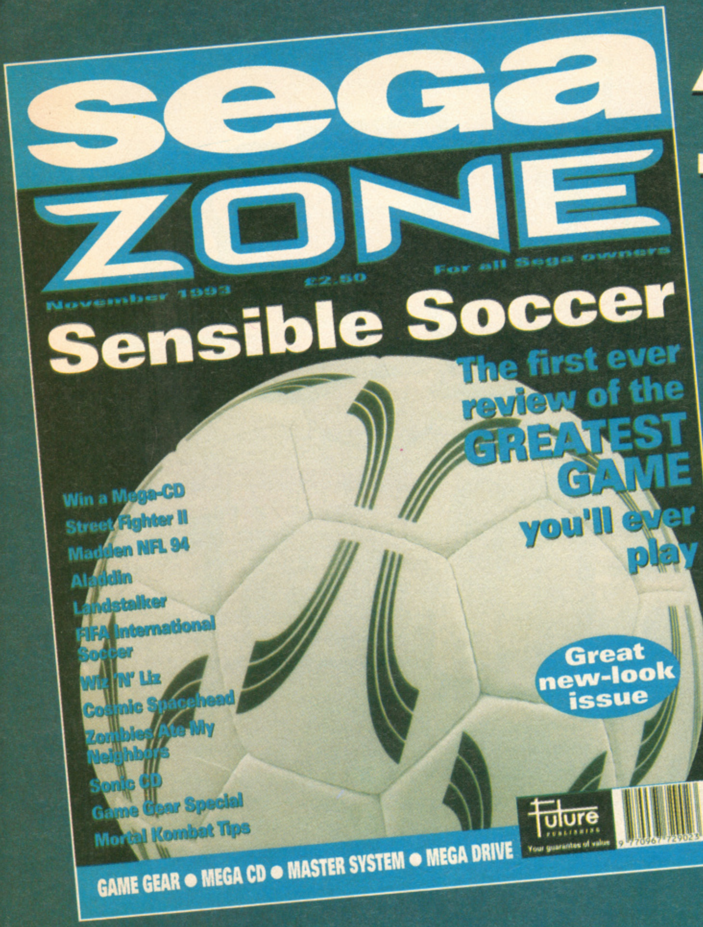


THAT WAS THE MONTH THAT WAS: NOVEMBER 1992

1 *Arnie* (Zepplin)
2 *Golden Axe* (Tronix)
3 *Rainbow Islands* (Hit Squad)
4 *Graeme Souness Soccer Manager* (Zeppelin)
5 *Dizzy Down The Rapids* (Codemasters)
6 *DJ Puff* (Codemasters)
7 *Go for Gold* (Kixx)
8 *Lotus Turbo Challenge* (GBH)
9 *Championship 3D Snooker* (Zeppelin)
10 *Super Off Road* (Tronix)

10 THINGS AN ELASTIC BAND IS GOOD AT DOING

- Flicking at your Editor who's reading Q magazine instead of your copy *(Uhuh, I see! - Ed)*
- Binding your joystick's wire into a nice little bundle so you can fit back into the box to flog it to your cousin for an extortionate amount.
Clarence Jones
- Powering small balsawood toy aeroplanes.
- Making not very musical instruments.
- Tying your hair back to stop it going in your dinner.
- Making huge bouncy balls - Simon.
- Put them round your face to scare your granny.
- Tie a few together for a cheap aerobic exercising thang.
- Keeping your place in your diary.
- Holding your socks up.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GAME GEAR ● MEGA CD ● MASTER SYSTEM ● MEGA DRIVE

"BETTER THAN LIFE ITSELF"

Read Stuart Campbell's outrageous review of *Sensible Soccer* - only in the November issue of Sega Zone.

Also:

Three life-changing free gifts
A chance to win a Mega-CD

And reviews of:

Aladdin
Street Fighter II
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Madden NFL 94
Zombies Ate My Neighbors
And loads, frankly, more.

On sale at a newsagent near you on Thursday 28 October.

GAME
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100% Unofficial
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"You may kill me, but you'll never silence my praises for the game. Never mind the problems, it's tap-dancingly good fun to play. Arrgh. (Dies)."

Jurassic Park, NES

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PRESS START

"It always takes me back to those halcyon childhood summers of Slush Puppies, ska music, space dust and rivalry with the local Chopper gang"

Road Rash, Game Boy

"This is the 1990's; we do not need duff pics, dire sound and revisionist right wing politics"

Captain America & The Avengers, Super NES

"Press L, R, B, A and START together and you'll achieve world peace, England will qualify for the world cup and BBC sitcoms will be funny"

Championship Pool, Super NES

"A twisted John Ford pastiche of frontier life, it's the surreal progeny of *Westworld* meets *Unforgiven*"

Sunset Riders, Super NES

The magazine for SNES, Game Boy and NES owners is

on sale 11 Nov

it's the thought that counts

1.GUNTHER $700
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COME AND HAVE A GO IF YOU THINK YOU'RE HARD ENOUGH

To the victor... £10,000

Remember this guy? Last year, Allan Brett became a celebrity overnight after he scooped the National Computer Games Championships. Not only that though – as well as the glory, he also walked off with £10,000 IN HARD CASH.

Using outrageous skill, the 18-year-old from Hull managed to be the best on Sega, Nintendo and Amiga machines.

THIS YEAR THE GAMES CHAMP COULD BE YOU!

On this page you'll see the dates and venues for the first round eliminators. They're being held in Virgin Retail outlets in the major cities of Britain over the next few weeks.

FREE ENTRY!

All you have to do is turn up, and play. If you're good enough – and you'll have to be very good – you'll be into the next round. And after that... the finals at the Future Entertainment Show in London on 11 - 14 November.

The National Games Championship is organised by Future Publishing, producer of this, and many other great games magazines, and organiser of the Future Entertainment Show.

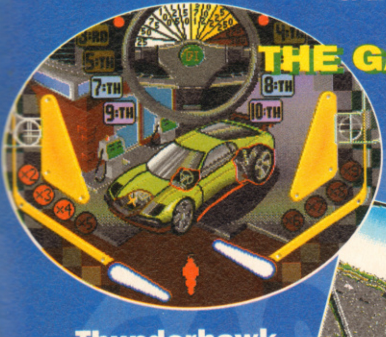
National COMPUTER GAMES CHAMPIONSHIP

THE DATES AND VENUES...

18 – 21 October		Final on 22 October
EAST KILBRIDE	Games Centre	GLASGOW 5 heats
FALKIRK	Games Centre	
EDINBURGH	Games Centre Megastore	
GLASGOW	Megastore	
25 – 28 October		**Final on 29 October**
BOLTON	Games Centre	MANCHESTER 3 heats
STOCKPORT	Games Centre	
MANCHESTER	Megastore	
BIRMINGHAM	Megastore	BIRMINGHAM 2 heats
COVENTRY	Megastore	
BROMLEY	Games Centre	MARBLE ARCH 9 heats
CROYDON	Games Centre	
GUILDFORD	Games Centre	
ILFORD	Games Centre	
KINGSTON	Games Centre	
WATFORD	Games Centre	
MARBLE ARCH	Megastore	
MEGASTORE	Megastore	
BRISTOL	Games Centre	CARDIFF 2 heats
CARDIFF	Megastore	
DUBLIN	Games Centre Megastore	DUBLIN 2 heats
BELFAST	Megastore	BELFAST 1 heat
GATESHEAD	Games Centre	NEWCASTLE 2 heats
NEWCASTLE	Megastore	
SHEFFIELD	Games Centre Megastore	SHEFFIELD 2 heats
NORWICH	Megastore	NORWICH 1 heat

The second Future Entertainment Show

THE GAMES YOU'LL BE PLAYING



Pinball Fantasies - CD32

Thunderhawk - MEGA CD

Mario All Stars - SNES

Virgin retail

HOOK

"Gather round, yer sea dogs," old Captain Budsaye leant forward, "and I'll tell ye a tale to make yer ears curl." His dramatic air only slightly compromised by his beard, which was nicely bathing in his ale and his parrot which was pecking at his ear...

"Ee be good a' stories" growled Pagwüsch, and slapped him hard on the back in the kind of way that, though appearing boisterously friendly, hurts like bloody hell.

And so, as Neemoh, Kurke, and Scarlet sat around roasting their chestnuts on the open fire, Budsaye began his story:

"T'was Cap'n Puckahd and I, aboard the Stardog on the high seas, headed for Nehrnehrland, when we saw this fair vessel to portside. Well, we thought we'd take a look for the sakes of our bounty, y'hear, so we sails up to her to find her laden down with sea dogs, armed to the teeth with the sharpest cutlasses between here and Gonahd Bay"

"An' you fought like the mules of the sea that you so right are" shouted Pagwüsch, slapping his thigh and spilling ale all over Ahab, who'd just come over to join them, and hadn't been expecting a bath for at least another seven months.

Budsaye recovered. "Yeah, well, we fought and won, anyway. So we's lookin' her over, seein' what we could sell, like, when we found this box of wondrous magical light on a table. On a piece of rope coming from the chest was this nobbly plank with all writin' on loads o' bumps"

"I'm telling ee now, it be a Commodore 64 you're sayin' about" interrupted Pagwüsch with enough vigour to make Kurke drop his chestnut, which rolled off and started patiently setting fire to a chair leg.

"Look, will you just shut up? I knows it were a C64, 'cos it were running Hook, the new budget game from Hit Squad."

The others drew breath through their teeth, when they realised that Budsaye had seen the release they'd all been waiting for. "How did it play?" asked Captain Ehmericka, drawing up a stool and taking another toasting fork from the fire.

A voice from behind them took over. "Well, it was all much of a muchness, really, what with quite a weak film licence, there wasn't really much scope for originality. Playing Peter Pan is quite fun, though."

Slowly, they all looked round to see the tall silhouette in the doorway, hair flowing over his shoulders, lightning striking into the darkness behind him.

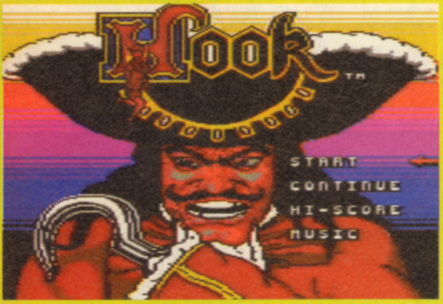
"It takes the form of a platform game, with various subgames based on fighting, flying, swimming, and scrolly-arcading. The only problem is that it's really quite repetitive, not giving much scope for free exploration - you're almost following a predetermined route round the levels." continued the figure, a long coat flapping around his legs.

"It's a film licence, it's a platformer, and it's a multiload - a long multiload. James Leach gave it 85% or thereabouts when he reviewed it a while back - mad bugger. I mean, the control system is all very nice n'all, but there's nothing new from level to level, and with a multiload system as naff as this one (spend several minutes just loading up an interval screen) progressing through the game loses a lot of its attraction." He almost scratched his nose, until he remembered the hook on his hand, and thought better of it.

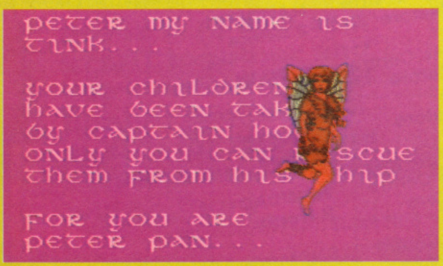
"There's not much else I can tell you - the graphics are reasonable, the sonics un-intrusive, but the gameplay leaves a lot to be desired - at the end of the day, Hook just doesn't have enough scope." The figure was moving closer, scraping his hook along the table as it did so. By the time it had walked right up to the group, his face was clearly visible.

"Why Cap'n Hairy - what happened to your hand?" Pagwüsch heard more than one tale that night...

SIMON



And as hairy bloke with a hook and a hat once said, "Hook. It's really incredibly dull, isn't it?"

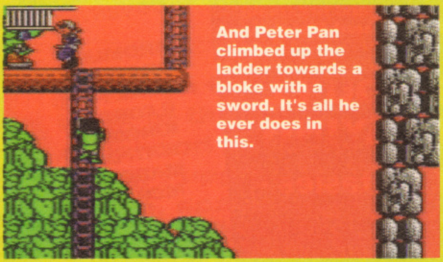


peter my name is tink...

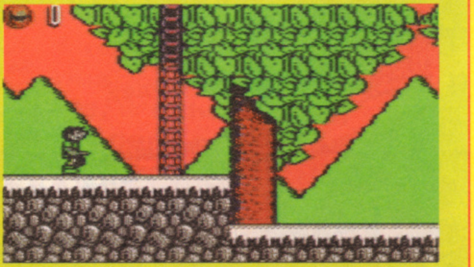
your children have been tak
by captain ho
only you can scue
them from his hip

for you are peter pan...

Aargh! And I waited quite a few minutes just to get wibbled at by some crap fairy? Pah!



And Peter Pan climbed up the ladder towards a bloke with a sword. It's all he ever does in this.

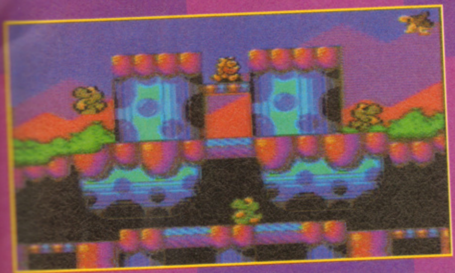


It's another piece of scenery, very much like every other piece of scenery in this game.

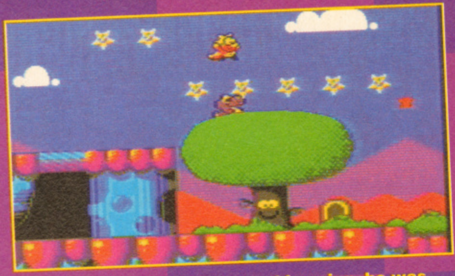
- Graphically, it's nice n'all, but nothing special, and really quite garish, unfortunately...
- ...the gameplay is really limiting and, to be honest, quite boring after a while.
- **It's got probably the most irritating multiload system in the history of gaming, making you wait while it loads a sub-screen, then wait again while it loads the main level.**

POWER RATING

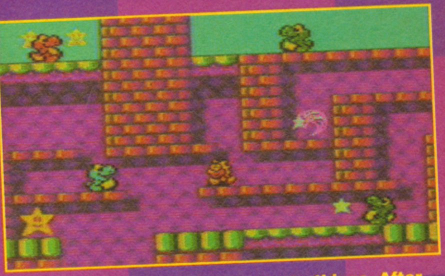
55%



Suddenly, Mayhem realised that there was no escape – he was boxed in on all sides.



But after a bit of charging and jumping, he was back to his usual schedule of star collecting,



and of course, killing loads of cute things. After all, these guys are just asking for it!

MAYHEM IN MONSTERLAND

Dear ThePowersThatBe,
How can Commodore Format possibly award Mayhem a perfect 100% score? Have they gone mad? Is it just a shallow bit of circulation boosting hype? I think we should be told,
Yours,
Arthur Reader Esq. (Retired)

BUT WHAT IF APEX DECIDE TO DO MAYHEM 2?

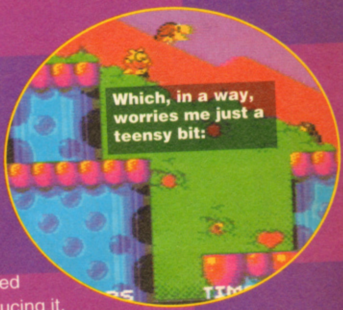
I could say that we'll cross that bridge when we come to it, but if it was a straight sequel of the same quality as this then we'd give it 99% on the grounds that it wasn't as original as Mayhem Part One.

You know, I never realised what I was letting myself in for when I decided to give this game the big one oh oh. Oh well, an editor's lot I suppose. You try to make a point and pe...

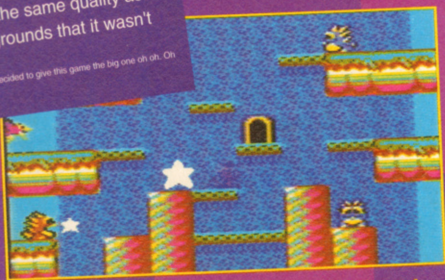
Some things are so eagerly awaited that it becomes almost painful to wait for them. Christmas morning, exam results, first dates, driving tests, Erika Eleniak appearing in *Baywatch*, the home-time bell at school, an ice cool Diet Pepsi™ on a summer's day, the first pint of the weekend; they're all capable of turning the strongest willed personality into a gibbering wreck. Which is precisely what has happened to the CF crew whilst we await this game.

Mayhem in Monsterland is a cutesy platform game. It's not an *Elite 2* epic. There's not a texture mapped wall in sight. It has no 3D, no CD surround sound, no multi-million pound marketing budget, no hundred strong team producing it, no novella, no stickers, no badges, no marketing launch in a Soho brasserie, no London PR agency, no cinema advertising, no celebrity sponsors, no film footage and to top it all you can only get it on the C64. So why are we so hyped up over it? The answer's simple: it's a game.

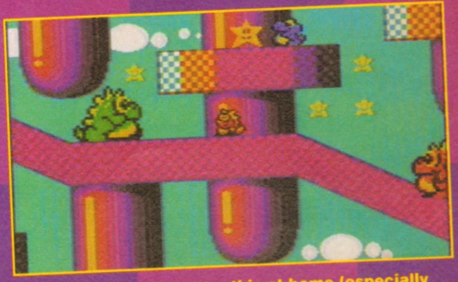
MIM comprises five levels of platform leaping and bouncing action. Each of these levels is made ➤



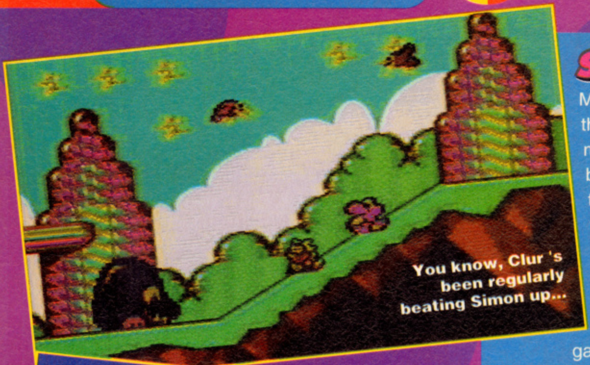
Which, in a way, worries me just a teensy bit:

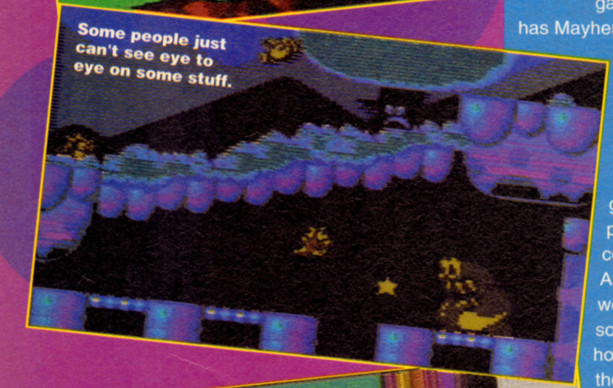


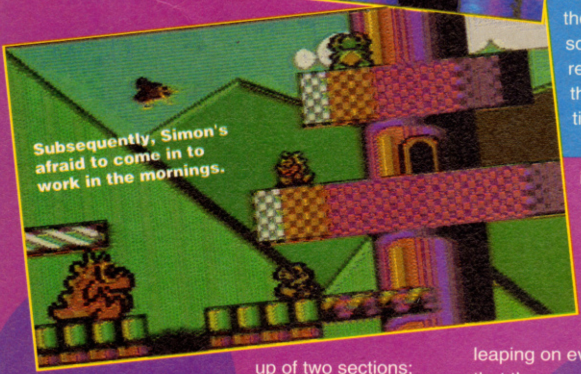
After all, this is a family mag, so we don't want to be seen to promote gross physical violence.



Remember kids, don't try this at home (especially not to dragons twice the size of you), okay?


You know, Clur 's been regularly beating Simon up...


Some people just can't see eye to eye on some stuff.


Subsequently, Simon's afraid to come in to work in the mornings.

SIMON'S SAY

Mayhem, eh? This is a game (or rather this is a review) that has caused a great many arguments (full scale wars) between me and Clur – sometimes to the point that people have walked over from Edge (they're right next door) and asked us (me) very politely to shut up (or die in some hideously violent manner).

What is the highest mark a game can get? More to the point, why has Mayhem got the mark it has? There's a lot more involved in the answer than a mere computer game – we call it circumstance, and it really should be taken into account when reviewing any game.

You see, when we play games like Rainbow Islands, all we're playing is a completely unoriginal conversion of a game running on an Amiga or something. This is all very well, but the odds are it was written by someone deep within a major software house, who's only actually working on the C64 for the money, or because someone forced him to. This does not result in a quality version of any game, if the programmer wasn't willing to spend time putting in any kind of detail.

It's at this point that Mayhem comes into play. It was written by dedicated C64 users, you see, and it shows. Detail. Lots of it. When Mayhem walk up to the edge of a platform, his facial expression changes to a slightly nervous look. This is good stuff. You see, it's not a conversion in any sense of the word – you won't find this game on any other format.

If you want the full lowdown on the game, you'll have to read the main review (courtesy of Hutch), but bear this in mind – when you take a game that's worth over 90%, add the background of a C64 dedicated project (this is NOT a conversion), divide by a low price tag (as opposed to the £15 most companies would charge you for a new game on disc), you get 100.

Oh yeah – for all the reviewing snobs (not that everyone who disagrees with this is a snob, of course) who'll undoubtedly look down their noses at this for aeons to come, what's the point in having a rating system with an inaccessible top mark? Surely our rating system is (or should be) a percentage of 'this is as good as it's ever going to get' as opposed to 'nothing is perfect, as you'll never win because we'll always find something to gripe about, so clear off'?

SIMON'SATING: 100%

up of two sections; happy and sad. The idea of the game is to make each of the levels happy, thus returning Monsterland to its former cheerful state.

In order to cheer things up a bit you've got to collect magic dust and stars. The magic dust is returned to Theo Saurus at the end of the sad level so that he can transform things. The stars are for your own benefit, think of it as a bit of pocket money.

BOUNCE ON THE BONCE

Of course it's not that easy. Monsterland is populated by lots and lots of (forgive me if this is obvious) monsters. There are spikey monsters, blobby monsters, bird monsters, underwater monsters, robbing monsters, gloomy monsters, indestructible monsters and jumbo monsters. In short the levels resemble the casting room for Jurassic Park.

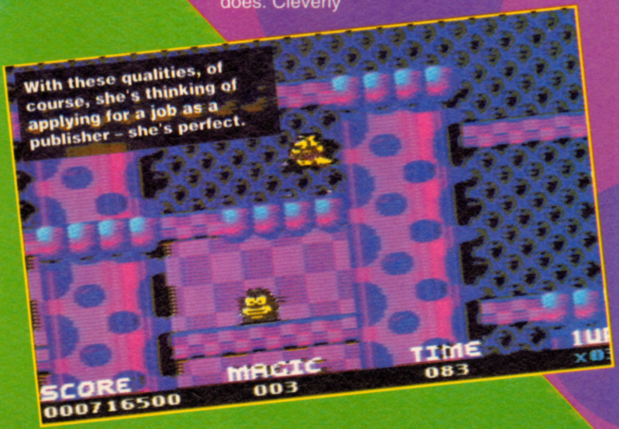
Learning how to deal with all these different monsters is what *Mayhem*'s about. It's all too easy to go flouncing down the level blithely leaping on every dinosaur in sight, only to discover that the ones with spikes on their backs can do serious damage to your life counter.

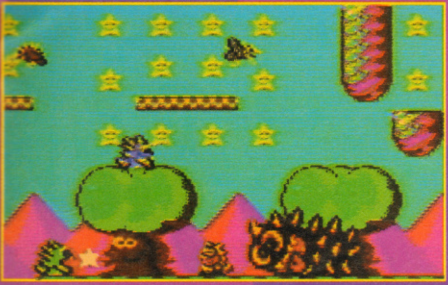
Ironically enough it's the small dinosaurs which are the most dangerous, not the whopping great diplodicus's of extinct reptile. The single most annoying monster of all is the rubber ball monster, an indestructible behemoth who zings around the screen oblivious to absolutely any attack; a sort of bouncy ball Arnie Schwartzeneger.

On the sad levels the monsters only require a single bounce on the bonce. When you make it through to the happy level those same monsters require two or even three hits, all of which makes life jolly tricky. You often find yourself precariously leaping off a platform onto a moving monster that requires at least three hits. It ain't easy.

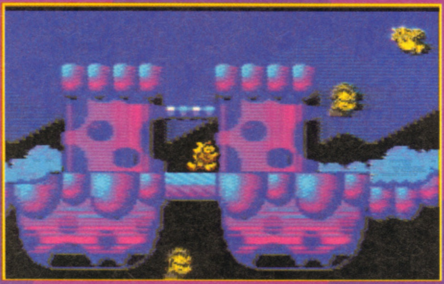
WILD WEAPONS

But what about the power-up goodies that are sprinkled around the levels, I hear you asking; surely Mayhem gets some help on his perilous journey to happiness? Well yes, of course he does. Cleverly

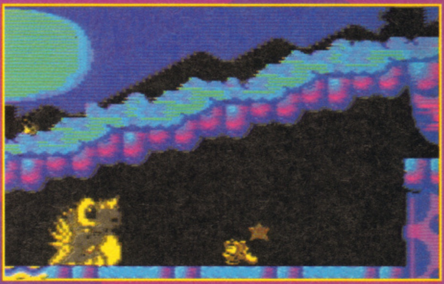

With these qualities, of course, she's thinking of applying for a job as a publisher – she's perfect.



Oh no! Little Hemmy (what else can I call him?) is being attacked by a huge spiky, erm, thing.



Before you can experience this, though, you have to turn sad land into happy land with magic dust.



However, various authorities don't like people having magic dust, as it makes you look like this.

distributed throughout the levels are loads of handy performance enhancers.

The most important power-up Mayhem can get is the 'charge' booster. This enables Mayhem to scream down the level at top speed in a blur, taking out dinosaurs left, right and centre. As long as he's charging, Mayhem can take out practically all the dinosaurs. Besides the charge icon there are extra lives/half lives hidden away in the recesses of the rocks, limited invincibility icons and high jump icons. You really do have to examine every square centimetre of the level to discover the secret bits.

It is possible to spot where the secret stuff is, but only if you look really hard. The Apex chaplettes have slightly changed the graphics where there's a drop-through, so you could squint really hard. However the easiest way to find power-ups is to explore all those seemingly empty dead-ends; you rarely come away empty handed.

LEARNING CURVE

All the best games have a nice diagonal learning curve. That is to say, that as you become more proficient at the game, it increases the difficulty level, so that it's always a challenge, but never a chore. Getting that learning curve set correctly can make or break even the best of games. After all who wants to play the hottest looking slice of joystick action since Rocket Ranger, if you can't get off level two?

Mayhem doesn't disappoint with its learning curve. The first levels, ease you gently into Monsterland, enabling you to pick up the basics of Mayhem movement. Then once you've got a bit more confident you can tackle the happy levels with their resilient monsters and tricky jumps.

But with a left hook like that, who'd say no?

Thanks to the half life function and the continues, it's possible to progress a bit further every time you play Mayhem. It's not one of those games which includes insuperable obstructions; a little bit of thought and the hardest jumps can be completed.

SO YOU LIKED IT THEN?

Mayhem in Monsterland pretends to be nothing other than a slab of game. Everyone else might have lost the plot somewhere along the line, but the Apex Twins, proud fathers of Mayhem didn't. While the rest of the computer games industry have become obsessed with marketability, cross-over potential, target sectors, frames per second, DSP chips and other utterly tedious matters, they got on with serving up the single most righteous game to ever appear on an 8-bit machine, console or otherwise.

So. You may well be wondering how we can justify that big 100% rating; after all, nothing is ever perfect. Are we saying that Mayhem is without a blemish on his rosey face? Maybe not. What we are saying is that this is as good as you can realistically expect it to get. The perfect game? No. The best you'll ever see on the C64 in this decade or the next? Yes. Point made. Enough said.

CLUR'S SAY

Ok, I'll admit *Mayhem in Monsterland* is a great platformer, it's kept me amused for hours (well days actually). But that's all Mayhem is, a platformer - not the perfect game. To me a score of 100% implies that a game is the best that a game could ever be. The percentage mark shouldn't have anything to do with the marketing strategy of the company or how small the 64 market is. 100% should simply mean that each and every one of our readers will feel that they're getting value for money if they spend their hard earned dosh on the game. And I am absolutely positive that a significant percentage of our readers would not get their tenners worth of fun wandering around Monsterland.

I'm the one that answers most of the phone calls round here. No one can deny that I have more contact with our readers than anyone else here in the office, so I feel I know our public a little better than you lot. I mean, a committed adventure gamer will get very little from Mayhem in Monsterland, while the confirmed platformer (like myself I have to admit) will get weeks and weeks of playing pleasure.

Don't get me wrong, dear old Mayhem does deserve a Corker, I won't deny it that. And I may be waiting forever for the perfect game, but to pass the time I'm quite happy to have another blast at Cherryland. Bung us that joystick, Hutch.

CLURATING: 96%

CF VITAL STATISTIX

GAME	MAYHEM IN MONSTERLAND
PUBLISHER	APEX PRODUCTIONS
CONTACT NUMBER	0708 854985
PRICE	£8.99 CASS/£9.99 DISK
AVAILABLE	OUT NOW
OTHER INFO	BUY IT NOW

MAYHEM IN MONSTERLAND

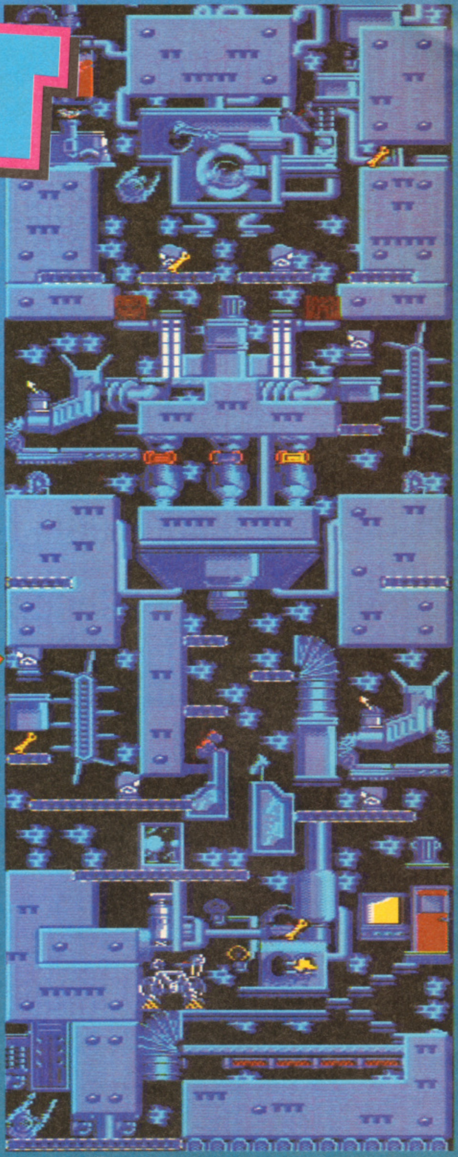
- Stonking game by absolutely anybody's standards…
- … one which you couldreturn to again and again and again.
- This is as good as it gets.

POWER RATING

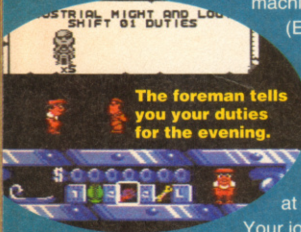
100%

NIGHTSHIFT

Hutch moonlights in the local pub in the evening, Ollie wouldn't give up his football practice, so Clur had to cancel seeing the Maschine Manitou gig to put the beast in chains.



You know It's not only ghosts that get up in the middle of the night to go to work, a lot of factory workers don't even leave for work until ten at night. Our hero Fred Fixit (you *can* choose to be Fiona Fixit, his seventh cousin three times removed on his mothers side, but it makes no difference to the game play) is one of these night workers, looking after a doll making machine called the Beast. (Ever see the cartoon series Bertha? The Beast is like a bigger version of her.) The Beast is an old and dodery machine from which bits fall off at very regular intervals. Your job is to not only get the machine going in the first place but more importantly, to keep it going all through your shift. The first level simply involves finding the plug and kicking it in, tightening a nut and boosting the electricity supply by pedalling the bike. Most of the controls are automatic…at first



The foreman tells you your duties for the evening.

On the later levels more control panels are revealed so there are more knobs, screws and switches to contend with. As if that wasn't enough, on level three the lemming makes its first appearance. This annoying little creature has only one task in life; to hinder you.

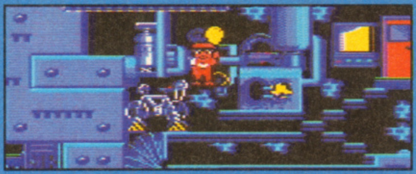
The one problem (it's the only criticism I have, but it's a big one, with *Night Shift*) is that it's a helluva difficult game to get into in the first place; it'll take you at least a couple of days to get it sussed. The aim of the game is thoroughly explained in the manual, but it doesn't give you any clues as to how to actually achieve those goals. Nor does it explain how to control Fred or Fiona - it just tells you that you can kick things, and doesn't actually explain what you should do with the joystick to make your character kick.

The bad documentation really blights what could have been a great game. As it is, you need to have the patience of a particularly patient saintly priest and the determination of a gladiator to beat this thing. Once you *have* worked out where the game's heading it does get really interesting and becomes great fun to play. But that first hurdle will be too much for a lot of games players.

CLUR

TIP OFF

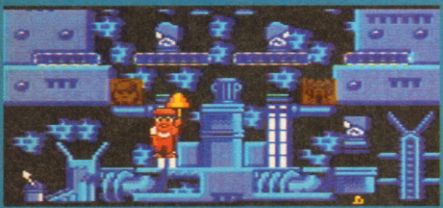
The first thing you have to do is check that the Beast's plugged in, so to save time, use a balloon to take you all the way to the top instead of platforming it all the way.



Walking and jumping to the top of the Beast takes far too long. Hitch a ride on a big yellow balloon instead.

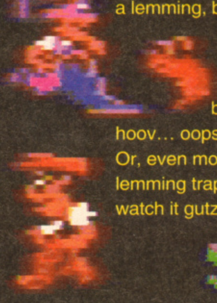
VITAL STATISTIX

GAME	NIGHT SHIFT
PUBLISHER	KIXX
CONTACT NUMBER	021 356 3388
PRICE	£3.99
AVAILABLE	OUT NOW
OTHER INFO	TAPE ONLY



If you need to get down in a hurry, choose the umberella and float past the platforms.

SPLATTERHOUSE

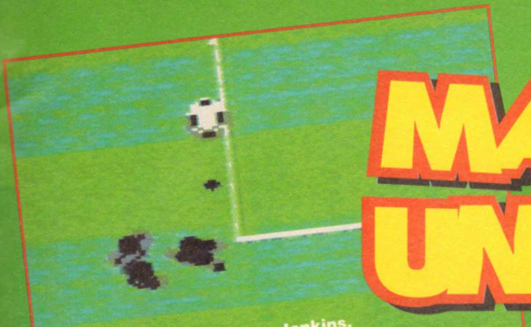


There are two ways to dispose of a lemming, both are totally inhumane (great stuff - Simon). You can either suck the little blighters up into your hoov… oops… vacuum cleaner. Or, even more fun, lay a venus lemming trap on the floor and watch it gutz the furry fiend. Yum.

- You'll need a stuborn streak if you're going to get anything out of the game…
- …But once you get into it you won'tbe able to stop playing.
- Graphically it can be a bit confusing if you don't know what you're looking for.

POWER RATING

72%



My that ball's rather large Jenkins. I don't fancy heading that.

MANCHESTER UNITED EUROPE

Comonuuuredds, cooommmonureaads. Someone shoot the referee.

I don't know about the referee, but whoever decided upon putting a crap football management game together with a painfully slow arcade football sim deserves to be shot (either that, or beaten severely around the shins with a slightly damp haddock). Most footie management games are not that exciting, but the good ones manage to get you really involved with the players and their problems.

Manchester United Europe on the other hand only lets you change formation, swap players around or change your players names to something ridiculously rude. The most fun I had was changing all the players names to Slartibartfast. I'd love to see Saint and Greavsie get their tongues round that - (wibbly dream type stuff) - "and it's Slartibartfast passing to Slartibartfast, but Slartibartfast has intercepted. Oh no it's a foul, Slartibartfast is being shown the yellow card. Man United has put Slartibartfast in to take the penalty… and yes… goooaaaallll!! Slartibartfast has scored."

Anyway back to the game. Although the management side of the game, to put it politely, leaves a lot to be desired, the footie side ain't 'alf bad. It's got really nice touches such as red and yellow cards, aftertouch controls and send offs. But unfortunately the great control system is hampered by terrifyingly slow play and the fact that before every half you have to sit around while you wait for your players and the umpire to saunter slowly on to the pitch. What we want is to hit fire and go straight into the match play, if I wanted to get in touch with all the protocols in the game of football I'd go down Twerton Park on a Saturday to watch the Rovers.

Unless you're a serious Man United fan then there's no reason why you should waste your pennies, go out and do something less boring instead. Like getting the train up to Old Trafford and drinking in the electric atmosphere of a great home game.

CLUR

10 THINGS YOU NEVER REALLY WANTED TO KNOW ABOUT MAN UNITED

- The team's more commonly known as the Red Devils
- Bryan "Captain Fantastic" Robson joined the Old Trafford club in 1981 for a then British record fee of £1.5 million. (That's even more tan they pay our publisher Colin!)
- In August 1975 the Manchester United keeper was taken to hospital during an away game in Birmingham. He was suffering with a dislocated jaw sustained by shouting at his team mates.
- Gary Palister was the most expensive defender in Britain when he signed for Manchester United and then went on to be named player of the year by the United Supporters Association in 1989.
- Last season Man United picked up more cash than any other club from satellite company BSkyB
- After winning the Premier League last season the club is now value at £30 million.
- This season the team travelled 5000 miles to play against Arsenal in South Africa
- Ryan Giggs has recently signed a deal with Reebok worth an estimated £300,000.
- Their green and yellow strip was supposed to be based on the original Mancky team Newton Heath, but the designer put the colours the wrong way round.
- According to my mate Tim their real nickname is The Scum, not The Red Devils at all. Hmmmm.

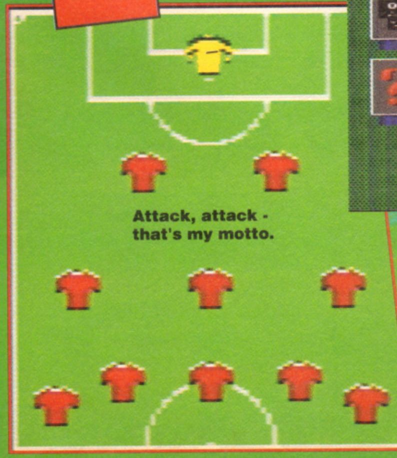
TIP OFF

If you're really serious about beating this game it's best to let the computer play for you. No matter how good you think you are at footie sims it's better not to leave it up to luck.

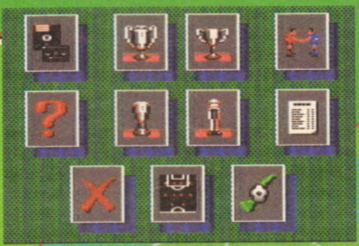
If you can read this, then you're sitting too close to the magazine!

VITAL STATISTIX

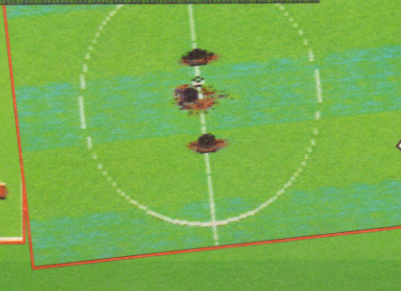
GAME....MANCHESTER UNITED EUROPE
PUBLISHER..............................BUZZ
CONTACT NUMBER......0709 372 290
PRICE......................................£3.99
AVAILABLE........................OUT NOW
OTHER INFO....................MULTILOAD



Attack, attack - that's my motto.



Ooh looky, arm wrestling competitions.



Just time for a quiet game of piggy in the middle.

MANCHESTER UNITED EUROPE

- I managed to get through to the semi finals of the Cup Winners Cup by just clicking on the tick every time!
- One hell of a multiload, even on disk.
- Aftertouch, yellow and red cards and sending off in the arcade section.

POWER RATING

59%

NEXT MONTH

Nope, I can't believe it. It hasn't really been a year has it? It only seems like a few months since I was whizzing around the shops, picking up those last minute bargains and then hurriedly wrapping them up ready for Christmas morning. But then I have a terrible memory and it probably was only a few months ago that I gave out my Christmas pressies.

Any road up (cultural cliche #2), as the nights get longer (writer's cliche #4), the days draw in (writer's cliche #6) and Jack Frost comes a'visiting *(Enough already - Ollie)* we're cooking up plenty of C64 related action to while away many a sad Dads Army repeat sort of night.

Our Ultimate series is drawing to a close *(You mean you've run out of ideas - Simon)*, but I may just manage to cook up a few ideas *(Damn - Simon) (Ha!- Ed)* and of course, we'll have the new Remix feature which will be covering the subject of Fanzines (as in how to create them).

Now we're frantically trying to tie-up a new Diary of a Game feature. So hopefully that'll be sorted by next month. *(And spookily enough, next month is tomorrow as this is the last page we write - Ed)*. It'll be a blast, so be here or *(Don't say it alright, I've had enough. Give. It. A. Rest. -Ed)* Ermm, bye.

FAIRLY HARLEY ESCAPE

Dear *Commodore Format*,

How was I to know that it was the local copper's motorbike? I simply needed to follow the mysterious woman in the Trench coat who'd driven off in the Deux Cheveux. Before I knew what was happening, I had five Gendarmes after me with a look of sheer loathing on their little goatee bearded faces. Then I caught up with the woman.

She'd had a bit of an argument with a tree. And lost. She'd managed to wrap her Citreon around the tree and roll it all at the same time. Stunt driver or what. As I approached her she flagged me down and then saw my collection of pursuing coppers at which point she started legging it across a wheat field. I of course followed. As did the coppers.

"Leave me alone, damn you," she said, somewhat unthankfully when I finally caught her.

"I've come to help you out, hop on." I said. She looked back and saw that the Gendarmes were close on our heels.

"Move back then, I'm driving." I slid backwards into the pillion position and she jumped onto the bike. With a hard rev, she pulled a wheelie (you would have thought she was trying to loose me off the back) and we vroomed down the field. As we approached the bottom of the field I saw to my horror that there was a large wooden fence. My driver didn't seem to mind though, she simply throttled back, aimed for a little crest and jumped the bike over.

As I looked back I saw the Gendarmes, piling, one after another into the fence. They didn't seem too chuffed. Once we were safely away from the scene of the crime she pulled over and ordered me to get off the bike. I remonstrated with her and said that wherever she went, I went. Then she pulled a gun on me and told me to clear off. As she zoomed off, a parcel fell out of her coat. It had the royal coat of arms on it. I started running up the road after her.

Roger

CF SHARES OFFER!

Forget that new Spielberg series, there are far more intersting things happeing on your C64. *CF*39 will be on sale on 22nd November 1993, but you can get a special 'Mag-Save' option on this limited edition*. Just fill out this form and hand it to your newsagent and they'll stash a copy away for you. No more *Alive and Kicking*. Hurrah!

MAG*SAVE

Hey Newsagent dude/babe (Sir/Ma'am), Like, save me one of those righteous (rather good) *CF*s (*Commodore Format*s) man. *CF*39 (the December issue) is happening (goes on sale) real soon (on the 22nd of November). Excellent (Thank you very much).

MY NAME ____________________

MY ADDRESS ____________________

____

____

FOUR FOOT WIDEGUYS

HUTCH
OLLIE
CLUR
LISA

Here at the CF offices, we know how important a good strong pair of shoes is. We also like something stylish though. Hutch is wearing his beloved steel toe-capped Caterpillars, Ollie's got his suede creepers on, Clur's got her strappy (passion killing) Dolcis boots on and Lisa's got her Dolcis ("cute booties for my cute feeties") shoes on. Clogtastic mates.

WIZARD GAMES

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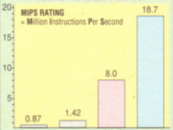

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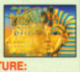
- 16.7 MILLION COLOURS
- RESOLUTIONS UP TO 1280x512 and 800x600



OPEN ARCHITECTURE:
The A4000 has been designed for maximum flexibility providing plenty of room for memory & peripheral expansion.
- 4x16/32-BIT ZORRO III SLOTS
- 3xPC-AT SLOTS
- 1x24-bit VIDEO SLOT

POWER :
- 1.76Mb 3½" FLOPPY DRIVE

NEW! AA CHIPSET

AMIGA 4000
CONFIGURATIONS

PLUS! FREE FROM SILICA
- Amiga Vision
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- GFA Basic

25MHz 68030EC

RAM	HD	Access	Price	Code
2Mb	80Mb	19ms	£979	INC VAT - AMB 3080
4Mb	120Mb	16ms	£1099	INC VAT - AMB 3120
4Mb	214Mb	16ms	£1199	INC VAT - AMB 3214
4Mb	245Mb	12ms	£1299	INC VAT - AMB 3245
4Mb	340Mb	12ms	£1399	INC VAT - AMB 3340
4Mb	540Mb	10.5ms	£1699	INC VAT - AMB 3540

25MHz 68040

RAM	HD	Access	Price	Code
6Mb	80Mb	19ms	£1949	INC VAT - AMB 4080
6Mb	120Mb	16ms	£2099	INC VAT - AMB 4120
6Mb	214Mb	16ms	£2199	INC VAT - AMB 4214
6Mb	245Mb	12ms	£2299	INC VAT - AMB 4245
6Mb	340Mb	12ms	£2399	INC VAT - AMB 4340
6Mb	540Mb	10.5ms	£2699	INC VAT - AMB 4540

RAM UPGRADES

STANDARD RAM	RAM UPGRADED TO 4Mb	6Mb	10Mb	14Mb	18Mb
2Mb	£100	£150	£300	£450	£600
4Mb	–	£50	£200	£350	£500
6Mb	–	–	£150	£300	£450

PRICES INCLUDE VAT & FREE FITTING AT TIME OF AMIGA 4000 PURCHASE. IF UPGRADE IS NOT DONE AT TIME OF PURCHASE, A FITTING CHARGE OF £34.95 (UPG 6900) IS PAYABLE.

CDTV ADD-ON
FOR A500 or A500PLUS

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FREE SOFTWARE SEE BELOW

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WORTH NEARLY £115

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- Storage capacity equal to 600 floppy disks
- Transfer time 153Kb/second
- Compatible with CD + G and CD + MIDI formats
- Compatible with ISO9660 standard
- Some old A500s need modification - call for details

HALF PRICE CDTV: RRP ~~£349.99~~ £149 INC VAT - CCD 0570

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- *FREE return courier*
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32-BIT CD-ROM CONSOLE

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- 256K MAXIMUM COLOURS ON-SCREEN
- LOW COST GAMES - BELOW £20
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- DUAL SPEED
  Transfers data almost twice as fast as ordinary CD-ROM drives - makes it ideal for full screen Video CD
- MULTI-SESSION
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- FULL SCREEN VIDEO-CD
  Via an optional extra module which allows you to watch films on the CD32 - compatible with the latest Video-CD standard, endorsed by JVC, Matsushita, Philips and Sony
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  2 Megabytes of memory for massive games
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OVER 60 TITLES EXPECTED BEFORE CHRISTMAS '93

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  On all hardware orders shipped in the UK mainland.
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  We match competitors on a "Same product - Same price" basis.
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FREE! FROM SILICA

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ZOOL is the software pack of the year. It includes: Zool, Transwrite, Pinball Dreams and Striker - Value £127.92.

All Amigas from Silica (excluding A600 Standalone and Amiga 4000) include a FREE ZOOL pack as well as GFA Basic and Photon Paint II.

ZOOL - Platform Title of the year - 97% Amiga Comp - Nov '92	£25.99
TRANSWRITE - Word Processor and Spell Checker	£49.95
PINBALL DREAMS - Pinball Simulation - 94% AUI - Sept '92	£25.99
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ZOOL PACK:	£127.92
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WORTH OVER £265

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AMIGA 4000 SPECIFICATIONS

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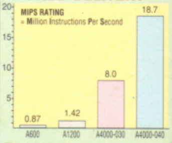

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GRAPHICS :

- 16.7 MILLION COLOURS
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OPEN ARCHITECTURE:

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- 1x24-bit VIDEO SLOT

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NEW! AA CHIPSET

AMIGA 4000 CONFIGURATIONS

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